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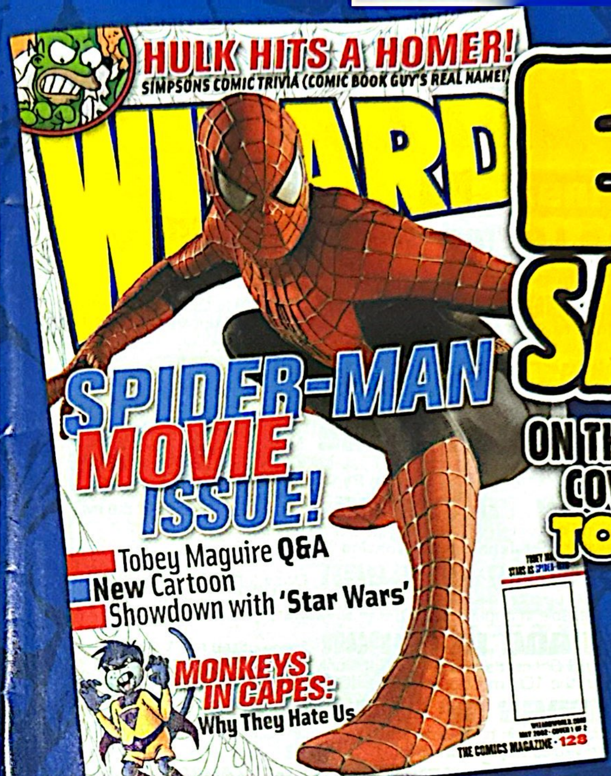
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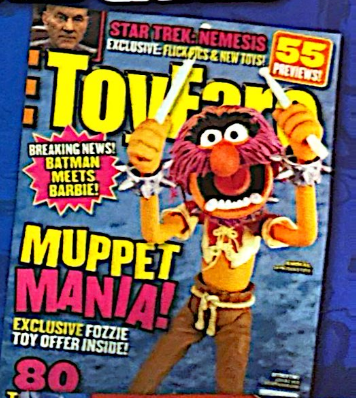
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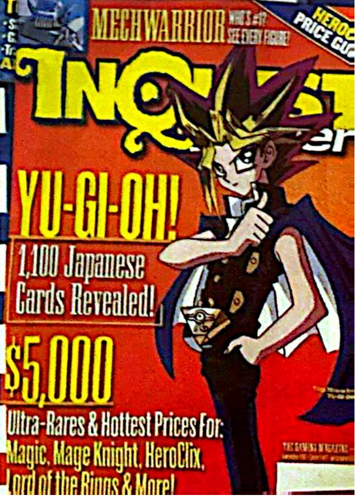
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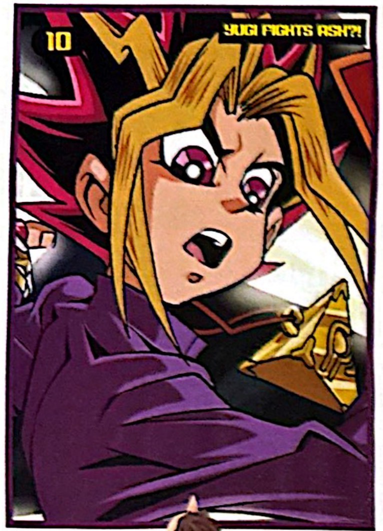

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ON THE COVERS

YU-GI-OH!'S YUGI Yami Yugi always has a few tricks up his sleeve and this magazine is devoted to showing them all. Find the lady…find the lady…you're wrong!

BONUS POSTER! 40

DRAGON BALL Z'S GOKU It takes a lot to bring down bad guys like Cell and Majin Buu, but Goku's up for it. Now you can have everyone's favorite Super Saiyan powering up on your wall!

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CREATIVE DIRECTOR Steve Blackwell
ART DIRECTOR Arlene So
DESIGNERS Jacqueline Bencic, Mikey Bencic, Darren Cruz, Eric Goodman, Kristin Sorra
RESEARCH EDITOR Daniel Reilly
RESEARCH ASSISTANTS Jodie Westhoff, Mike Dolce
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INTERNATIONAL LICENSING
Alison James, Trio Marketing (203) 266-7110
e-mail: ajtrio@aol.com

CUSTOMER SERVICE (845) 268-3594 or subscriptions@wizarduniverse.com

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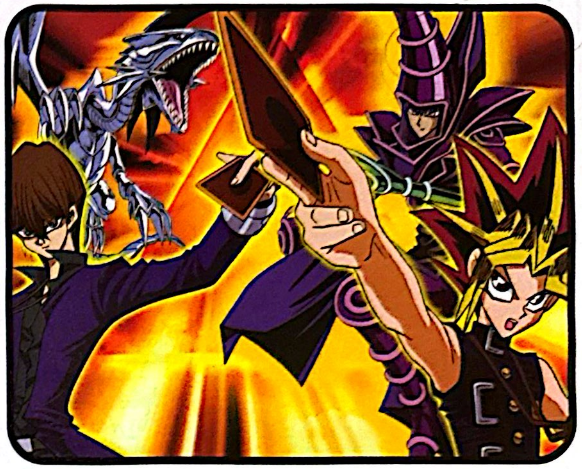
A LETTER FROM THE TOP!

SANTA YUGI?



THE GIFT OF BATTLE To Seto Kaiba, getting Blue-Eyes White Dragon is brilliant strategy; to Yami Yugi, getting Dark Magician is the best Christmas ever.

What in the world makes *Yu-Gi-Oh!* so popular?

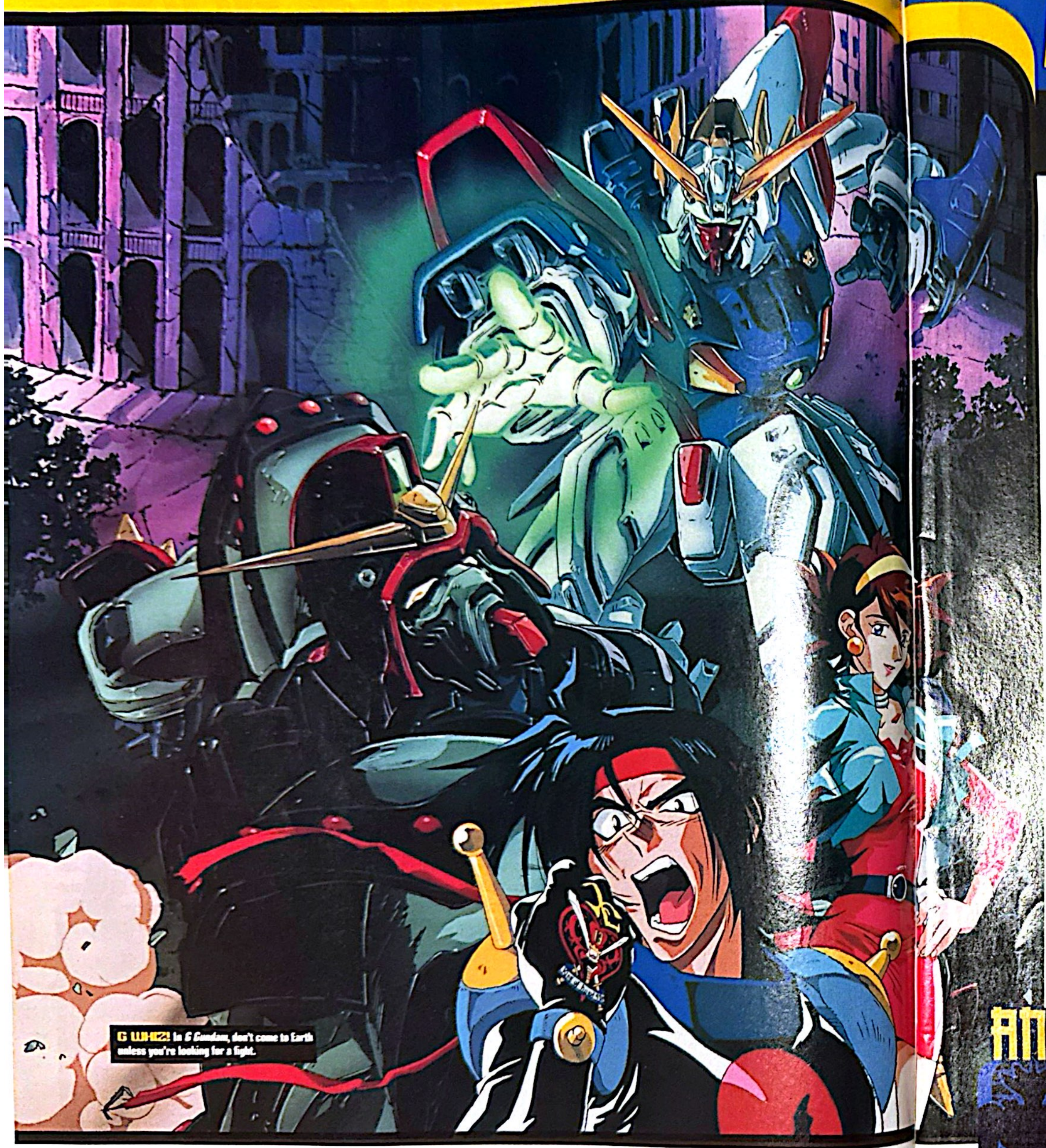
Could it be that you want to collect one of every card? Maybe. Could it be that you like to watch Yugi beat Pegasus and other bad guys in tournament play? Possibly. Or that you enjoy hanging out with Yugi and his buds Joey, Tristan and Téa? Or maybe it's our fascination with ancient Egypt? Those are all good reasons, but I don't think so.

The real reason *Yu-Gi-Oh!* captures the imagination of anime fans everywhere is because it's like Christmas. Think about it. Each time Yugi summons forth one of his legendary monsters, it's a fun surprise. It's like shaking your gift at Hanukkah and trying to guess what it is. Same goes for the *Yu-Gi-Oh!* card game—it's always a thrill to draw the next card from your deck. Will it be a Monster Egg or Mystic Clown? Will I get the giant Blue-Eyes White Dragon to run over my opponent or the Goblin's Secret Remedy to gain a lot of life? If you knew ahead of time every single card to pop up in the game, or if the same monsters appeared on every episode of the show, *Yu-Gi-Oh!* wouldn't be nearly as exciting.

Pokémon was a giant hit for similar reasons, and the next Japanese anime property might be a big smash, too. Everyone wants to be surprised, entertained and fascinated. *Yu-Gi-Oh!* does it best.

I guess it's no surprise, after all…mystery is the answer.

Mike Searle
Editor, *InQuest Gamer*



G WHIZ! In *G Gundam*, don't come to Earth unless you're looking for a fight.

MUST-SEE TV

BY CAITLIN MORIARITY

ANIME'S TAKING OVER AFTER-SCHOOL AFTERNOONS AND SATURDAY MORNINGS!

Are regular after-school and Saturday-morning cartoons just not doing it for ya? Check out all of the transported anime taking over the American airwaves!

Ten years ago, finding anime on American TV was virtually impossible. But that's all changed, now that network programmers understand just how much American fans love anime. From classics such as *Pokémon* and *Gundam* to new offerings like *Tokyo Pig* and *Kirby*, there's something for everyone these days. And for those too lazy to channel-surf or hunt through the *TV Guide*, we present this handy-dandy list of anime on the air for kids everywhere.

G GUNDAM

Cartoon Network, Weekdays 5 p.m.

THE SKINNY: In the distant future, humanity has left Earth for massive space colonies. Instead of holding elections to pick who runs the solar system or fighting messy wars, countries use Gundams in annual gladiator-style battles to determine leadership. Domon Kasshu, the pilot of Neo-Japan's Shining Gundam, battles for his country and to defeat his main rival, Pilot Chibodee Crocket of America's Gundam Maxter. Besides the compelling plots, one of the biggest draws of this show is the ethnically themed Gundams representing each country. Gundam Maxter wears a football helmet and rides a surfboard. Very American, eh?

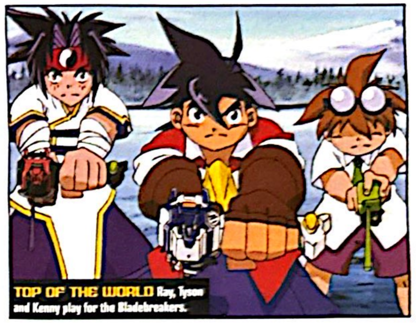
THE NEWS: *G Gundam* is in repeats now, so here's your chance to see Domon Kasshu's adventures from the beginning!

LOG ON: Everything you could possibly want to know about *G Gundam* and more can be found at The Shuffle Alliance Shrine to *G Gundam* (www.sylversword.com/ shufflealliance). This site has a clean design and awesome information, and it's updated regularly.

ANIMAZING!

The inside skinny on your favorite anime

When watching the new Kids' WB! series *Everwood*, be on the lookout for Viz products. The manga company provided WB! with comics, graphic novels, posters, shirts and other materials an anime and manga fan can't live without, since the lead character is supposed to be a huge otaku.



TOP OF THE WORLD Ray, Tyson and Kenny play for the Bladebreakers.

BEYBLADE

ABC Family, Weekdays 7 a.m., Sat. & Sun. 7 & 9 a.m.

THE SKINNY: Tyson and his friends, all avid players with the spinning tops known as Beyblades, form a team called the Bladebreakers to fight their way to the very top of the Beyblading circuit. They've got an edge—each of their Beyblades is bonded with a magical avatar animal known as a Bit Beast, which enhances the blade's performance and makes them nearly unstoppable! But Tyson's rival, Kai, and his team, the White Tigers, have Bit Beasts too! The rivalry between the Bladebreakers and White Tigers—and Tyson and Kai—grows steadily fiercer as both teams fight their way to the Beyblade World Championships!

THE NEWS: *Beyblade* is in repeats during November, so here's your chance to catch up on all the adventures you missed the first time around!

LOG ON: The official *Beyblade* site (www.beyblade.com) contains detailed character bios and episode descriptions for those foolish enough to *not* watch this show. For those smart kids who do watch, it's good reading.

DRAGON BALL

Cartoon Network, Mon.-Thurs. 6 p.m., Sat.-Sun. 3-4 p.m.

THE SKINNY: The prequel to the insanely popular *Dragon Ball Z* series tells the story of Goku's adventures as a small boy. Goku, a preternaturally strong, monkey-tailed orphan, joins forces with boy-crazy, mechanical genius Bulma and the enigmatic Master Roshi to find the seven Dragon Balls. Legend says that if all seven of the Dragon Balls are gathered together, they will summon the Eternal Dragon from the bowels of the Earth to grant a single wish. Unfortunately for our heroes, ruthless villians like Emperor Pilaf and the Red Ribbon Army are also seeking the Dragon Balls—and they'll do anything to make sure they finds them first! This is a show chock-full of zany quests, weird gadgets and martial arts action!

THE NEWS: Brand-new episodes of *Dragon Ball* air every weekday in November and December. That means new adventures, new challenges, new villains and new friends for Goku and his stalwart crew!

LOG ON: The unrivaled Dragon Ball source (www.dragonball-gt.com/unrivaled) contains all the stuff you ever wanted to know and more about both the Japanese and English versions of *Dragon Ball*, *Dragon Ball Z* and *Dragon Ball GT*.

DRAGON TALES Young Goku is on a quest for the Dragon Balls.

DRAGON BALL Z

Cartoon Network, Mon.-Thurs. 6:30 p.m., Sat. 2-3 p.m.

THE SKINNY: Arguably the most popular anime series in the U.S., *Dragon Ball Z* tells the story of Earth's greatest warrior, Goku, his son Gohan, mad genius Bulma, pint-sized warrior Krillin and their friends as they try to save the world. Goku discovers that he is a member of the alien Saiyan race sent to Earth as a baby—not to save the world, but to destroy it! When the remaining Saiyans, including Goku's brother, show up, they're not happy to find the planet still thriving. Goku's best chance to defeat his fellow Saiyans rests once again with locating the wish granting Dragon Balls. Unfortunately, with new threats like the wizard Babidi and Majin Buu, Goku and his friends spend a lot of time looking for those Dragon Balls!

THE NEWS: Can't get enough of *DBZ*? Well, guess what? Cartoon Network's got new, never-before-seen episodes of *DBZ* from the Maijin Buu and Fusion Sagas to keep avid viewers satisfied.

LOG ON: Dragon Ball Z/GT Legacy (www.dbzgtlegacy.com) is absolutely packed with über-cool *DBZ* content, like episode summaries, character descriptions, screen captures and much, much more.

HOT ZONE Why are Goku and Cell on fire? Because they're burning for battle!

FIGHTING FOODONS: PREPARE FOR BATTLE

Fox Box, Sat. 11:30 a.m.

THE SKINNY: Quite possibly the zaniest anime airing on American TV, *Fighting Foodons* is like *Iron Chef* meets *Pokémon*...on a sugar high! Master Chefs create culinary masterpieces that become battling, intelligent meals. French fries and pizza go head-to-head while spaghetti and meatballs grapple with peanut butter and jelly! Competition is fierce but friendly...until King Gorge and his Gluttons imprison the good Master Chefs as part of their diabolical plan to take over the world! Now apprentice chef Chase, his sister Kayla, their father Master Chef Jack, the sorcerer Oslo and chef Pie Tin must join forces to hone their culinary skills and free the other Rebel Chefs from King Gorge's clutches.

THE NEWS: New adventures, new enemies and new Foodons for your Saturday morning enjoyment. And just in time for lunch!

LOG ON: The official Fighting Foodons site (www.foxbox.tv/fightingfoodons) has games, episode summaries, character profiles and a special "members only" section.

HAMTARO

Cartoon Network, Weekdays 8:30 a.m.

THE SKINNY: When kids move into a new neighborhood, they have to make new friends. But what about their pets? Meet Hamtaro, Laura's pet hamster. As 1[illegible]-year-old Laura struggles to adjust to her new town, Hamtaro also tries to find new pals. He finds them in the Ham-Ham Gang: Howdy, Pashima and Boss. These four furry friends are curious and inquisitive—which means they often land themselves into more than hamster-sized trouble. But with a little luck, and a song and dance, the Ham-Ham gang can handle anything! Based on a popular Japanese children's book series, *Tottoko Hamutaro* (*Hamtaro*'s Japanese name), it's currently the highest-rated children's show in Japan, and it's gaining popularity in the U.S.

THE NEWS: No new adventures for a while, which means that everyone can take the time to watch their favorite hamster adventures again.

LOG ON: The official Hamtaro site (www.hamtaro.com) is a complete introduction to Hamtaro's world, including pictures of every character, a glossary of Ham-Ham words, games and episode summaries.

ANIMAZING! The inside skinny on your favorite anime

The first DVD of Right Stuf's series *His and Her Circumstances* (*Kare Kano*) contains over 80,000 different data files—almost 100 times the normal amount. This DVD is the most complex in all of anime history thus far!

HAM & EGGS Penelope and Hataro bring the cavalry....in the form of chickens?

KIRBY: RIGHT BACK AT YA!

Fox Box, Sat. 9 & 11 a.m.

THE SKINNY: Kirby, star of numerous video games and a popular anime series, finally comes to American TV! The citizens of Dreamland would be perfectly happy if it weren't for their ruler, the wicked King Dedede. Not content with being king, Dedede creates evil monsters and sends them out to terrorize the innocent denizens of Dreamland. Then a star-shaped spacecraft falls to the earth, carrying Kirby, a pink puffball with a heart of gold who just happens to be a Warpstar Knight-in-Training. The villagers are thrilled to have a protector, but King Dedede's not happy. He conjures numerous baddies to throw at Kirby, only to discover that Kirby can copy any attack and throw it "right back at ya!"

THE NEWS: Kirby's airing not one, but two brand-new episodes every Saturday morning. It's twice the right-back-at-ya action every weekend. Now that's a reason to wake up early!

LOG ON: Even before the Kirby anime came to the U.S., Kirby's Rainbow Resort (www.classicgaming.com/kirby/info/anime) was packed with information about this fantastic series, including character descriptions, screen captures and theme song lyrics in the original Japanese!

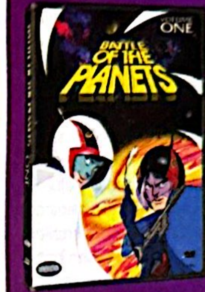
ANIMAZING! The inside skinny on your favorite anime

Crest of the Stars Volume Four houses a few secrets! On the Extras menu, press the number 2 on your remote, and you'll see both versions of the ending sequence without credits. If you press 3, you'll see a hidden English trailer for the show.

OFF THE AIR

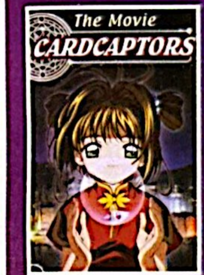
IT MAY NOT BE ON TV, BUT THIS IS ANIME YOU DON'T WANT TO MISS!

Not getting enough anime from TV? Never fear—here's our trusty checklist of must-have DVDs for the hardcore anime fan. Save up your allowance or take some other kid's lunch money so you can get your hands on these stellar shows. (Um...just kidding about that lunch money part.)



BATTLE OF THE PLANETS

Originally airing in the U.S. in the late '70s and early '80s, *BOTP* is a classic that fans of both *Voltron* and *Power Rangers* should enjoy. Mark, Jason, Princess, Tiny and Keyop are the five members of G-Force, dedicated to protecting the galaxy from Zoltar and the evil alien invaders, the Spectrans. With their enhanced abilities and powerful weapon, the Fiery Phoenix, G-Force will show Spectra that Earth is not to be trifled with! BOTP 1 DVD, Rhino, $19.95



CARDCAPTORS: THE MOVIE

Sakura Avalon looks forward to a nice vacation and a break from her duties as a Cardcaptor when she wins a trip to Hong Kong. But where Sakura goes, trouble seems to follow. Luckily, Sakura's friend Madison, her guardian Kero and fellow Cardcaptor Li are there to help. But will their combined forces even be enough to defeat the ancient spirit of a sorceress once trapped by Clow Reed, creator of the Clow Cards? Movie DVD, Pioneer Entertainment, $19.98

KIMBA THE WHITE LION

Decades before Simba became the Lion King, Kimba ruled the jungle in this classic children's series made in Japan in the late '60s. Kimba, born on a European-bound ship, swims his way back to his homeland and proves to be his father's successor to the jungle throne. With his friends Dan'l Baboon and Pauley Cracker, Kimba protects the animals from the poachers that shot his father and kidnapped his mother. DVD Box Set Vol. 1-6, Right Stuf, $79.99

Sailor Moon
THE MOVIE
S

SAILOR MOON
SUPER S THE MOVIE

The evil Badiyanu kidnaps the children of Tokyo to use their dreams to power her Black Dream Hole. Sailor Mini Moon is taken along with the other children when Badiyanu discovers that she contains an incredible source of dream energy. Will Sailor Moon and the other Sailor Scouts be able to rescue her in time? Or will the entire world be sucked into Badiyanu's Black Dream Hole forever? Movie DVD, Pioneer Entertainment, $29.98 ■

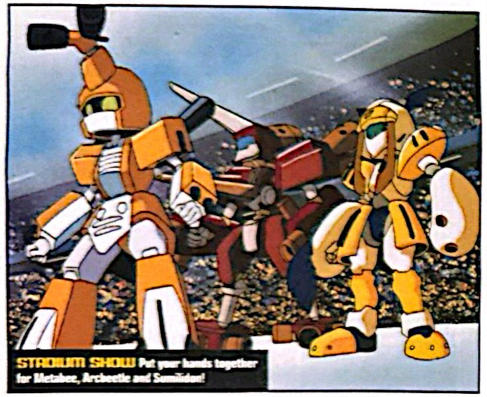
MEDABOTS

ABC Family, Weekdays 7:30 a.m., Sat. & Sun. 7:30 & 9:30 a.m.

THE SKINNY: In the year 2122, high-tech transforming robots are a guy's best friend. Ikki and his Medabot Metabee compete in the "robattles" with one goal in mind—the robattle world championships. Along the way, they'll have to deal with adversaries, like the Rubberrobo Gang and the Screws. Then, of course, there's Koji and his Medabot Sumilidon, because what story would be complete without an arch rival for the hero? Ikki and Metabee will face their toughest challenges ever, but they'll never give up because, in the end, there can be only one world champion.

THE NEWS: Did your VCR eat your beloved *Medabots* tape? Don't fret! Catch all your favorite robattles again as ABC Family airs repeats. Just make sure you have a new VCR.

LOG ON: Medabots Robattle (medabots-robattle.cjb.net/) shows how some of the show's fans are truly dedicated. There's a *lot* of good information on this site, compiled by someone who's got just enough time on his or her hands.



STADIUM SHOW Put your hands together for Metabee, Arcbeetle and Sumilidon!

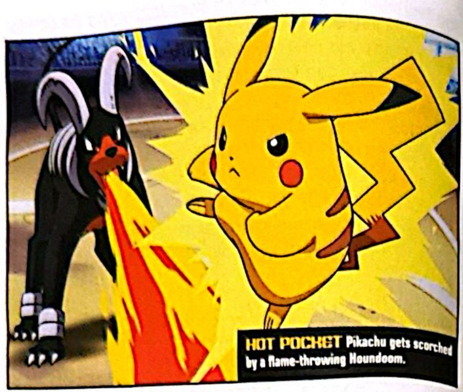
POKÉMON

Kids' WB!, Weekdays 4 p.m., Sat. 10 a.m.

THE SKINNY: Pokémon are magical beasts that are summoned forth to do battle with each other, and Ash is one of the world's best Pokémon trainers. But that's not enough for Ash—his ultimate goal is to become a Pokémon Master by collecting as many wild Pokémon as possible. With the help of his first Pokémon, the electric-charged Pikachu, and fellow Pokémon trainers Misty and Brock, Ash is determined to become the best Pokémon Master ever! But they'll have to watch out for the sneaky Team Rocket constantly trying to capture Pikachu because of his rare electroshock talent.

THE NEWS: On Saturday mornings, Kids' WB! airs all-new episodes from the fifth season of this mega-popular series, *Pokémon: Master Quest.*

LOG ON: With random fun facts and episode summaries, the official *Pokémon* Website (www.pokemon.com/tv) keeps kids up-to-date on their favorite cartoon. Plus, you can click on links to find out about the card game, the movies and more.



HOT POCKET Pikachu gets scorched by a flame-throwing Houndoom.

TOKYO PIG

ABC Family, Sat. 10 a.m.

THE SKINNY: Spencer is a kid with all the luck. One day while attempting to do his homework, he discovers an incredible ability to turn his thoughts into reality. After drawing a page of flying pigs, he's amazed to see them come to life! Spencer doesn't want to get in trouble with his parents, though, so he erases his creations—all but one pig. After convincing his parents to let him keep the pig, now called "Sunny," Spencer finds his gift difficult (if not impossible) to control. Random thoughts and doodles come to life, and Spencer finds that every day is now an adventure. Luckily, Spencer's got his friends Angus, Wigstaff and Eggman to help out—and don't forget Sunny, of course! You'll never again say, "When pigs fly"!

THE NEWS: New episodes premiere throughout November. Spencer takes a trip and accidentally winds up in a strange vegetable town, and conjures up meat that battle the veggies! Aliens land and want to play a baseball game, and Sunny and Spencer have to rescue Weather Girl after a mysterious giant green hand picks her up and takes her into the sky!

LOG ON: Check out (www.epguides.com/tok[illegible]) for summaries of any cool episodes you may have missed!

ULTIMATE MUSCLE: THE KINNIKUMAN LEGACY

Fox Box, Sat. 9:30 & 10:30 a.m.

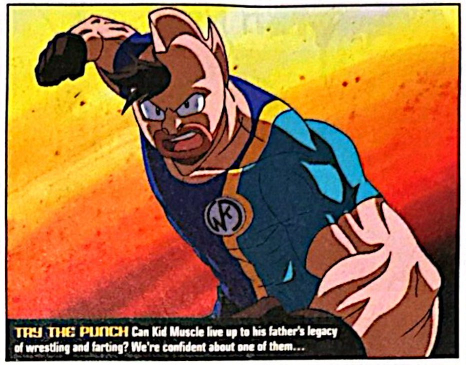
THE SKINNY: Once upon a time, King Muscle and his fellow Muscle League Champions were the greatest wrestlers in the galaxy. But now they've been defeated by the evil, young DMP wrestlers, and King Muscle's son, Kid Muscle, must lead a new generation of Muscle League Champions to victory. There's only one tiny problem: Kid Muscle is a whining, cowardly brat who doesn't know a thing about fighting! But with the help of his father's former trainer Meat, newly revived from suspended animation, Kid Muscle must learn to summon the power of Ultimate Muscle before the DMP destroys him, the new Muscle League champions and the planet Earth!

THE NEWS: Lucky viewers get not one, but two new episodes of *Ultimate Muscle* every Saturday. Twice the DMP pounding, twice the battles, twice the Muscle League victory!

LOG ON: But wait, there's more! That's right, *Ultimate Muscle* isn't the first of its kind. To find out more about the original adventures of King Muscle and the first Muscle League, check out The American Kinnikuman Archive (jk.ixystems.com/akia). This comprehensive site provides information on all versions of Kinnikuman/ M.U.S.C.L.E.'s past, present and future.

ANIMAZING! **The inside skinny on your favorite anime**

Although the big pink blob named Kirby may look cute and adorable, the salmon-fluffball star of *Kirby* eats people to steal their powers. Maybe he's really pink because he has to drink so much Pepto-Bismol.



TRY THE PUNCH Can Kid Muscle live up to his father's legacy of wrestling and farting? We're confident about one of them...

ULTRAMAN TIGA

Fox Box, Sat. 8:30 & 10 a.m.

THE SKINNY: In the year 2049, the Global Unlimited Task Squad (GUTS) keeps the peace on Earth using advanced technology, futuristic weaponry and highly trained agents. But an ancient artifact is uncovered, warning of the return of ancient monsters that once terrorized the ancestors of humanity, and it's a race against time to find a better way to protect the Earth. Just in time, GUTS discovers Ultraman Tiga, who can transform from his secret human identity into a 10-story-tall giant—more than a match for any mega-monster!

THE NEWS: With 52 episodes of ultra delight, you'll either see something brand-new or new to you every Saturday morning.

LOG ON: While it mostly focuses on the Japanese version of the show, Absolute Ultraman (www.waynebrain.com/ultra) still includes stuff that fans of the English version should find interesting.

YU-GI-OH!

Kids' WB!, Weekdays 4:30 p.m., Sat. 8 & 11 a.m.

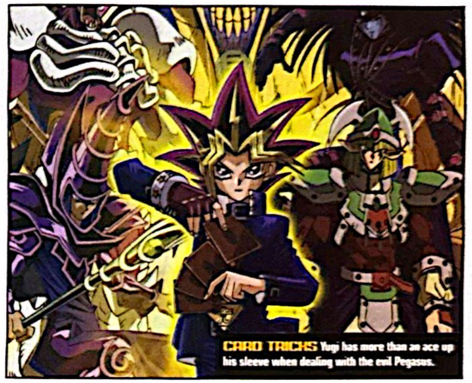
THE SKINNY: What if you could cast spells for real? That's what happens to Yugi when he starts playing the card duel game, Duel Masters. But he's not the only one with the knowledge to use cards to cast spells. The mysterious Pegasus challenges Yugi to a duel in the shadowy realm of the Duelists Kingdom—and he abducts Yugi's grandfather to make sure Yugi will accept! To save his grandfather, Yugi must face a dangerous new reality where Pegasus doesn't just rule, he *makes* the rules. But with his friends Joey and Tristan, Yugi will show Pegasus that he's no pushover when it comes to card duels!

THE NEWS: Kids' WB! has picked up 39 brand-new episodes of this popular series, so chances are you'll be seeing new adventures for quite a while. In *Yu-Gi-Oh!'s* second season, Yugi must stop Pegasus from obtaining the mystical and powerful Millennium Items...but an even more powerful enemy will stand in Yugi's path.

LOG ON: The official site (www.yugiohkingofgames.com) has a long name, but it has all the information you could possibly ever want on the cartoon and the card game. This site is for the truly dedicated fans.

ANIMAZING! **The inside skinny on your favorite anime**

The *Cowboy Bebop* movie premiered in the U.S. at select anime conventions, but it will show in numerous places by early 2003. The movie takes place between episodes 22 and 23—who'da thunk so much could happen in such little time?



CARD TRICKS Yugi has more than an ace up his sleeve when dealing with the evil Pegasus.

ZOIDS

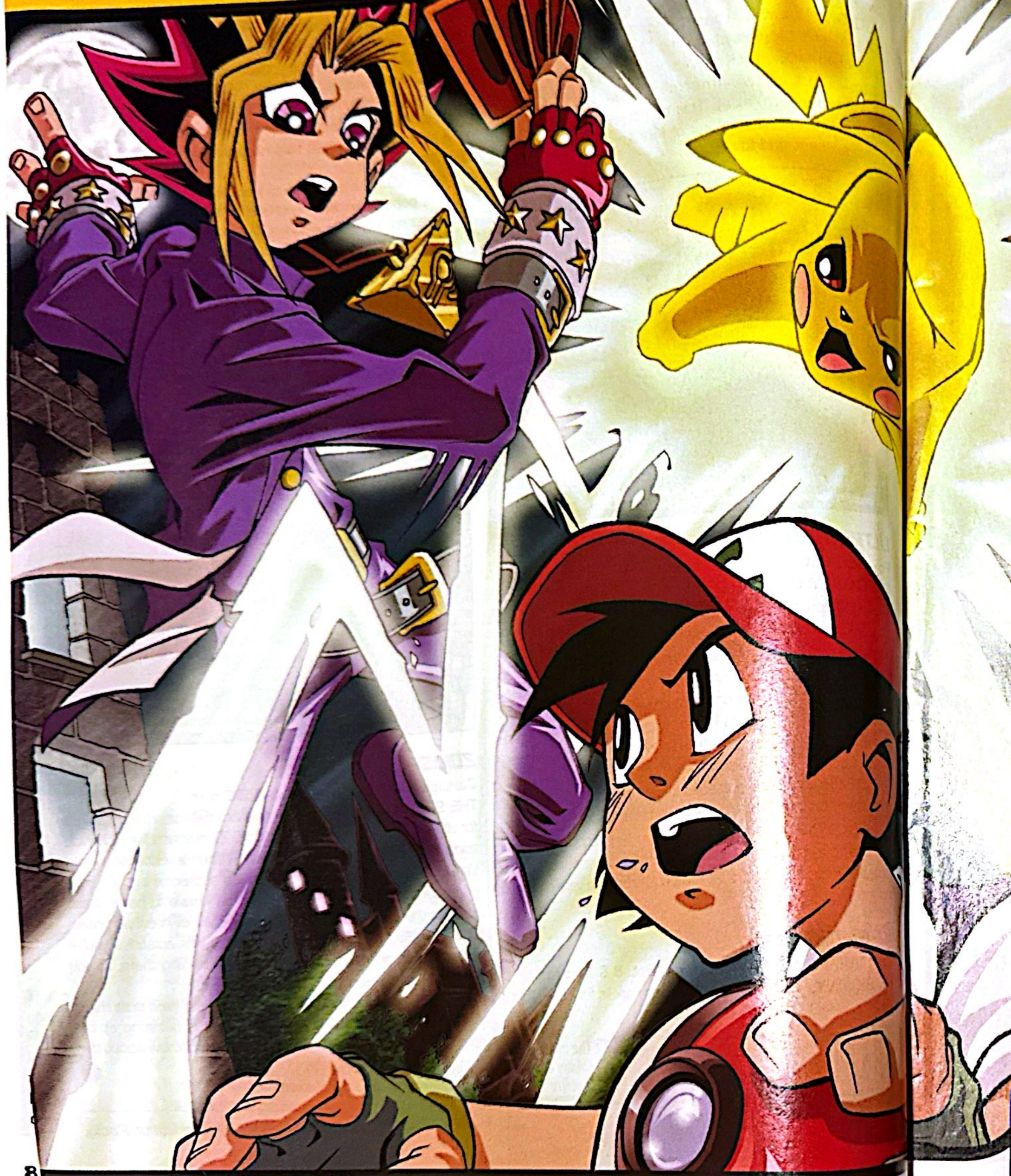
Cartoon Network, Mon.-Thu. 4:30 p.m.

THE SKINNY: Incredible high-tech animal-based robots fight for ultimate supremacy! On the planet Zi, humans live alongside zoids, intelligent mechanical animals. When a teenager named Van finds a Zoid named Zeke, he sees a chance to become a great zoid pilot like his dad—but first he'll have to battle those who use the Zoids' incredible power for their own evil purposes.

THE NEWS: Don't worry if there are *Zoids* episodes you've missed. Cartoon Network is currently rerunning them, so you can easily catch up.

LOG ON: If you can't watch the show, get the next best thing. Zoids Unlimited (www.dalescreative.com) is bursting at the seams with everything you could ever need to know about this amazing series.

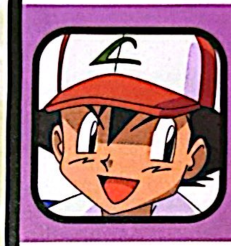
Freelancer Caitlin Moriarity is addicted to coconut Pocky, a sweet Japanese treat.



LAST MAN STANDING

BY TOM ROOT
ART BY MARK BROOKS

A BATTLE YOU NEVER THOUGHT YOU'D SEE!



ASH KETCHUM	VS.	YAMI YUGI
10	**AGE**	14
Dropout	**EDUCATION**	Freshman at Domino High
The evil Gary	**ARCH RIVAL**	Maximillion Pegasus
Pikachu	**WEAPON**	Dark Magician
Professor Oak	**ELDERLY MENTOR**	Grandpa

ASH BIO At 10 years old, Ash Ketchum received his Pokémon Trainer's License and began his quest to be a Pokémon Master! Now he travels the countryside with his buddies and his favorite Pokémon, Pikachu, dueling with other Pokémon trainers to become the very best!

YUGI BIO Yugi Mutou was a freshman at Domino High School when fate intervened at his grandfather's gaming shop! After solving the Millennium Puzzle, he now transforms into an invincible gaming king whenever he's faced with a "Duel Monsters" gaming showdown!

THE BATTLE BEGINS

Deep in the Viridian Forest, Ash runs along a narrow path with his trusty electric mouse Pokémon, Pikachu, one step behind. "I think we lost her, Pikachu!" Ash huffs. From far in the distance, a shrill voice calls, "You'd better pay for my bike, Ash Ketchum!"

Rounding a bend, Ash collides with Yugi Mutou, running in the opposite direction. They tumble to the ground. "Ow!" Yugi shouts. "Watch where you're going, kid!"

"Sorry," Ash says. He stands up and helps Yugi to his feet. "Say, are you a Pokémon trainer like me?"

"No, I'm not," Yugi says. "I got separated from my friends and this forest is creeping me out!"

"Great!" Ash says, not listening. "We should have a Pokémon duel!"

"But I'm not—"

"*Pikachu! I choose you!*" Ash cries, with much fanfare.

"Pika!" Pikachu squeals, roaring into action, electricity crackling. Yugi can only stand there, dumbfounded. Pikachu builds up an enormous bolt of energy, but—there's no other Pokémon to expend it on! *Zzzzattt!* Nearing overload, Pikachu releases his electric charge, frying both Ash and Yugi.

"Whoa," Ash says, "that wasn't supposed to happen. Sorry about that!" But his words fall on deaf ears, for the frightened Yugi has called upon the Millennium Puzzle to transform him into his "king of games" alter ego, sucking them all into a strange, dreamlike world. "What's happening?" Ash yells.

An older, infinitely more confident Yugi stands before Ash and Pikachu. "So," Yugi says, "the name of the game is 'Pokémon'? I can deal with that." He conjures a PokéBall out of thin air. "*Charizard! I choose you!*" Yugi exclaims, and launches his PokéBall, which opens to reveal the enormous orange dragon.

"Yiiiii!" Ash screams. "Pika pika!" Pikachu wails, trying to hide behind Ash. *Foooom!* They're both engulfed in a blast from Charizard's fiery breath.

Ash wakes up to Pikachu licking his soot-covered face. They're back in Viridian Forest again. Yugi has vanished, apparently off to find his friends. Ash shakes his head. "Next time, Pikachu, remind me to look before I leap."

Freelance writer Tom Root believes that Yami would be the best Pokémon trainer around. But nobody listens!

ANIMAZING!

The inside skinny on your favorite anime

Takehiko Ito, creator of the anime *Outlaw Star*, is working with Marvel Comics on covers for various issues, and rumor has it he's slated for another project in 2003.

IT'S SHOWTIME!

BY JENNIFER M. CONTINO

GET UP TO SPEED ON *YU-GI-OH!* WITH THE COMPLETE TV SHOW EPISODE GUIDE!

Hey, slackers! If you missed the first season of *Yu-Gi-Oh!* and wonder how Yugi and company got into such dire straits by Season Two, you've come to the right place. Don't try to track down hours and hours of episodes—we've got the 4-1-1 on the first season right here, baby!

Spoiler Warning: Skip this feature if you don't want to know exactly what happens in these episodes!

1. THE HEART OF THE CARDS (09-29-01)

Yugi and his friends Joey, Tristan and Téa are very into Duel Monsters, the latest card game craze sweeping the nation. Yugi's grandfather owns a game shop and has a personal collection of many rare cards. The gang heads over there to check them out. Grandpa shows them his rarest card, Blue-Eyes White Dragon. Just then Seto Kaiba, who'd been eavesdropping outside, bursts into the shop and offers anything for the rare Blue-Eyes White Dragon. Grandpa refuses the offer, but Kaiba won't give up. Later that night, Kaiba sends some goons to kidnap Grandpa and then challenges him to a Duel Monsters match. Yugi and pals arrive in time to see Grandpa weak from battle and losing. He begs Yugi to take over. It's a rough fight, but Yugi wins. Then the mysterious Maximillion Pegasus gets a report that Kaiba has lost the duel.

JOEY

FIRST APPEARANCES: Yugi, Joey, Tristan, Téa, Kaiba, Grandpa, Maximillion Pegasus

CARDS SHOWN: Blue-Eyes White Dragon, Dark Knight Gaia, Dark Magician, Judge Man, Sealing Swords of Light, Dark Clown Master Sagi, Cyclops, Darkness Generator, Wall-Guardian Dragon, Exodia (all five parts)

2. THE GAUNTLET IS THROWN (10-06-01)

YAMI YUGI, DARK MAGICIAN & DARK MAGICIAN GIRL

The gang is watching the Duel Monster Regional Championship games on TV. Weevil Underwood beats Rex Raptor using a Trap Card. Afterwards, Yugi opens a mysterious package he got from Maximillion Pegasus, which contains a video, a dueling gauntlet, two star chips and an invitation to go to the Duelist Kingdom. While going through the items, Yugi is transported to a magical Shadow Realm and forced to face Pegasus in combat—at a place where the monsters and magic are real. Yugi loses and Pegasus uses his Millennium Eye to steal Grandpa's soul. Pegasus tells Yugi the only way to get it back is to win the tournament at Duelist Kingdom.

FIRST APPEARANCES: Weevil Underwood and Rex Raptor

CARDS: Basic Insect, Two-Headed King Rex, Plasma Insect Armor, Devil Dragon, Dragon-Sealing Jar, Jar Demon, Silver Fong, Illusionist No Face, Illusionary Eye, Elven Swordsman, Demon Summon

3. JOURNEY TO THE DUELIST KINGDOM (10-13-01)

Joey's sister needs an expensive operation, so he must win the Duelist Kingdom contest or else she can't have it. The contest is by invitation only, so Yugi shares his star chips with Joey so they both can enter. Tristan and Téa are worried about them, so they stow away on the ship filled with Duel Mon-

ANIMAZING! The inside skinny on your favorite anime

In *Cardcaptors*, Sakura must capture 37 Clow Cards, although in the manga she's got an easier time and is just responsible for the 19 Clow Cards that escaped when she broke the seal on the Clow Book.

ster champions. Weevil tricks Yugi into letting him see the cards that make Exodia, then tosses the cards overboard hoping to cripple Yugi's deck. The cards are lost, and now Yugi doesn't know if he can save Grandpa.
FIRST APPEARANCES: Mai, Serenity, Tsunami, Bakura
CARDS: None

4. THE ULTIMATE GREAT MOTH (10-20-01)

HARPIE LADY

Everyone arrives at the Duelist Kingdom and Pegasus explains the rules, then all set off to win star chips. First Yugi battles in a grudge match against Weevil. Weevil's Great Moth gives Yugi a run for his money, but Yugi prevails.
CARDS: Monster Recall, Kuribo, Parasite Worm (not a real card), Larva Moth, Evolutionary Cocoon, Great Moth, Fusion, Dragon Knight Gaia, Demon Rain, Curse of Dragon, Scorched Earth, Ruiz

5. FIRST DUEL (10-22-01)

Joey competes in his first battle against Mai, an opponent who many think has psychic powers. She manages to stagger Joey's confidence, but he soon realizes that she isn't telepathic—she's a cheater! Mai had scented each of her cards with a different perfume. Once the jig is up, Joey is able to defeat her using his Time Wizard and Baby Dragon.
CARDS: Harpie Lady, Legendary Swordsman: Masaki, Cyber Bondage, Ten-Thousand Reflections, Harpie Lady Triplets, Tiger Axe, Time Magician, Millennium Dragon, Demon Hunter, Baby Dragon

6. ATTACK FROM THE DEEP (11-10-01)

Yugi is challenged by Tsunami. They duel partly on land and partly on water, but soon the pair is totally surrounded by Tsunami's element, water. Yugi is at a disadvantage but able to turn the tide by using his Full Moon cards to defeat Tsunami.
CARDS: Devil Kraken, Imp, Gremlin, Megalodon, Rock Soldier, Full Moon, Leviathan, Unicorn's Horn

7. EVERYTHING'S RELATIVE (11-17-01)

Kaiba's little brother, Mokuba, is a prisoner of Pegasus' castle. He escapes, steals some star chips and challenges Yugi to a battle. Meanwhile, Pegasus reveals that if Yugi is eliminated from the contest, he (Pegasus) wins control of Kaiba Corporation. Mokuba blames Yugi for his brother's problems, but Yugi manages to convince him they're both on the same side. One of Pegasus' henchmen appears, grabs Mokuba and attempts to forcibly return him to the castle. Yugi challenges the goon for Mokuba's freedom. He accepts, but when Yugi arrives at the designated battle area, he finds Kaiba as his opponent.

FIRST APPEARANCES: Mokuba
CARDS: Crocodairas, Man-Eating Plant

8. DUEL WITH A GHOUL (11-24-01)

The goon tells Yugi that his opponent is Kaiba's ghost and the real Kaiba is dead. Mokuba and Yugi refuse to believe this news. Meanwhile, the real Kaiba, at a remote location, hacks into Pegasus' computer in an attempt to aid Yugi and save his company. But he may not be in time, as Yugi faces Blue-Eyes White Dragon without Exodia.
CARDS: Defense Seal (not a real card; a different version exists), Magical Silk Hat

9. GIVE UP THE GHOST (12-01-01)

The real Kaiba helps Yugi defeat one Blue-Eyes White Dragon, but the "fake" Kaiba has two more BEWDs. The fight is fierce, and Yugi reveals that this Kaiba is a demon who merged with Mokuba's brother, and the reason Kaiba has been acting so strangely is because Yugi freed the demon from him. Using Shadow Powers, Yugi is able to seal the fake Kaiba back inside the demon world and win. In all the commotion, though, Mokuba gets kidnapped again. What is it with that [illegible]?
CARDS: Hexagram Curse, Grappler, [illegible] Elf, Tome of Secrets, Attack Nullification, Raise De[illegible]

10. THE DUELING MONKEY (1[illegible]5-01)

Joey doubts that he really has what it takes to be a Duel Monster master or save his sister's sight, so he goes off alone, wanting to prove that he can handle himself. He decides to battle Rex Raptor and gets whooped badly. His friends arrive, but is their presence enough to turn the tide?
CARDS: Two-Headed Kind Rex, Me[illegible]aurus, Sword Dragon, Evilnight Dragon, Flame Swordsman Barbarian #1, Barbarian #2

11. TRIAL BY RED EYES (1-19-02)

In the end, Joey defeats Rex and wins not only his star chips, but also his best card: Red-Eyes Black Dragon. Afterwards, the gang relaxes and socializes with Mai. She walks off to investigate something and gets nabbed. Before they realize she's gone, Bakura appears. He joins them and wants to play Duel Monsters for fun, not star chips. The quartet thinks it's a cool idea, but they don't realize Bakura's been possessed by his Millennium Ring and plans on stealing their souls. He transports them to a Shadow Realm, where they're not just the players, but the cards, too!

CARDS: Red-Eyes Black Dragon, Dark Dragon Claws

12. EVIL SPIRIT OF THE RING (1-26-02)

Yugi struggles in battle to help free his friends and Bakura from the spell of the Millennium Ring. The battle is tough, but Bakura's Change of Heart card helps Yugi win. The gang returns from the Shadow Realm just in time to hear Mai screaming.
CARDS: Commander, Metamol Pot, Saint Magician, Reap What You Sow, Electric Lizard, White Thief

13. PANIK ATTACK (2-02-02)

DARK MAGICIAN GIRL

The gang finds Mai giving up all her star chips to Panik. Yugi challenges him to win them back. Panik cheats and, when Yugi isn't [illegible]ed, attempts to [illegible] Yugi. The Millennium [illegible] protects [illegible] wins and [illegible]'s chips.
[illegible]PEARANCES: Panik
[illegible] The Castle That Spreads the Darkness, [illegible] Grim Reaper

[illegible] SCARS OF DEFEAT (2-09-02)

[illegible] arrives at the Duel Kingdom, bent on beating Pegasus and getting Mokuba back. Yugi tries to convince Kaiba to join them and work together, but Kaiba doesn't want to. He's invented a new Dueling machine in hopes of blocking Pegasus' Eye from knowing the cards. Joey thinks Kaiba's being dumb, so he challenges him to a duel. However, Kaiba crushes Joey and destroys a chunk of his newfound confidence.
FIRST APPEARANCES: Bandit Keith
CARDS: Minotaur, Centaur, Minocentaur

15. ARENA OF LOST SOULS PART 1 (2-16-02)

MAXIMILLION PEGASUS

Bandit Keith and his gang kidnap Joey and take him to a secret cave with a Graveyard playing field. They force him to accept a challenge where he is clearly at a major disadvantage. Yugi and his friends search for him, but Joey faces Bandit Keith's goon and his zombie monsters, which become stronger as they return from the grave!
FIRST APPEARANCES: Bones, Sid, Sygore
CARDS: Dark Armor Zanki, Earth-Eating Dragon, Murder Circus, Cry of the Living Dead

TOUGH TALKING

MEET THE MAN WHO DOES THE TALKING FOR YUGI'S RIVAL, SETO KAIBA!

Eric Stuart is an accomplished voice actor with a ton of credits under his belt, including roles on *Pokémon*, *Cubix*, *Kirby* and *Slayers*. He's also Yugi's rival on *Yu-Gi-Oh!*, Seto Kaiba. Besides voicing that bad boy, Stuart also directs the voice actors on the show.

Kaiba's a change for Stuart. "I usually play the funny guys," he says, such as Brock and James from *Pokémon*, "but I truly believe that funny actors can easily tap into darkness. [Kaiba] is a much deeper character than I usually play. Voicing Kaiba is a challenge only because I still have to make sure the [character's lip] flap matches [the dialogue]. When you're being dramatic quickly, sometimes you lose the feeling for the sake of the flap."

Stuart thinks Kaiba is the coolest character he voices. "Kaiba's like James Bond with his gadgets, like the Road Warrior with his independence, and an honorable big brother to Mokuba," he says. "He's not as bad, but his past has clouded his vision. The greed, power and corporate approach to winning has made him appear heartless, but I think deep inside he is a true hero. Maybe Yugi can help him learn to trust."

When pressed for details from upcoming *Yu-Gi-Oh!* episodes, the actor teases, "I hear Kaiba really starts to kick butt! I even heard he has a new outfit!" ■ JMC

ANIMAZING!

The inside skinny on your favorite anime

When Kenshin first meets Yahiko in episode 2 of *Rurouni Kenshin*, the boy is owned by the local organized crime family and performing dishonest acts in their name. Kenshin frees Yahiko, and he becomes a student who learns to help others instead of stealing from them.

ANIMAZING!

The inside skinny on your favorite anime

Whenever the star of *Ranma 1/2*, Ranma Saotome, gets splashed with cold water, he changes genders and turns into a red-haired girl. Luckily for the teen, hot water reverses the effect.

SHORT CHANGED?

IS YU-GI-OH! A FEW CARDS SHORT OF A DECK? HERE'S WHAT CAME OUT WHEN THE SHOW CAME TO AMERICA!

"The history of the Games were said to have started some five thousand years ago in ancient Egypt.

In those days, the Games were played to predict the future pharaoh, and to decide his fate.

Those black magic-like rituals were called "Games of Darkness."

And now, the Millennium Puzzle has a young man to play the Games of Darkness.

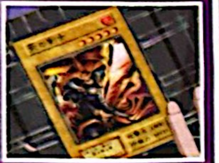
Light and darkness. A boy with two minds.

He is the one called The Game King."

Doesn't sound familiar? That's because it's not the opening to the *Yu-Gi-Oh!* we know, but the original Japanese series!

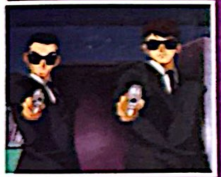
Like many animated series that come from in Japan, some things get changed when they're adapted into English. Sometimes Japanese customs need to be changed to American traditions, or some story elements that the Japanese put into their cartoons may be inappropriate for our younger audiences. Check out a few items that have never been known by English fans before!

THE ORIGNAL YU-GI-OH! Before the *Yu-Gi-Oh!* show we're watching now came out, there was a previous series in Japan that was made with a much lower budget. Both series are independent of one another, though our show does kinda take off where the first one ended. Those episodes may never end up on American TV, because they're far more violent!

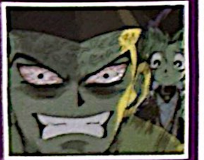


FLAME SWORDSMAN In the Japanese animated series and comic, the Flame Swordsman is a normal Monster, not a Fusion one. They re-scanned and kept the purple border in the English version.

WEEVIL AND PANIK In the Japanese version, the duels between Yugi and these two characters were actually two episodes long each! Each of those encounters were condensed into one episode in English.



GUNS There were a bunch of guns that were removed in the English version, such as when Pegasus' henchmen burst in on Seto Kaiba, and when Kaiba encountered a henchman on the way to Pegasus' Castle.



TRISTAN'S YELLING After Bakura gets run over by the "boulder" during the group's cave adventure, Tristan makes this face and screams: "That Pegasus! I'm never going to forgive this!"

NAME CHANGES:
Aside from certain name changes, like the "Black Magician" being changed to "Dark Magician" and "Demon Summon" becoming "Summoned Skull," one of the most puzzling changes was the name of Pegasus: his full name was actualy Pegasus J. Crawford in the Japanese version!

■ Kumar Sivasubramanian

16. ARENA OF LOST SOULS PART 2 (2-23-02)

Zombies are overpowering all of Joey's best cards, and anything he kills comes back from the dead twice as strong and twice as mean. Yugi and his pals finally find Joey, and through their encouragement he's able to win. Angry, Bandit Keith storms off, traps Yugi and the gang in the cave, then steals his thugs' star chips to advance to the finals.

CARDS: Shield in the Left Hand, Sword in the Right Hand, Melee Warrior Ultimater, Beast Warrior Garzas

17. DOUBLE TROUBLE DUEL PART 1 (3-16-02)

MAXIMILLION PEGASUS

Trapped in the cave, Yugi and the crew find an alternate exit, but the door is guarded by Pegasus' Paradox Brothers. The Brothers fight as a team, so Yugi and Joey team up. Meanwhile, Kaiba is making his way to Pegasus' castle. Too bad for Kaiba, the Millennium Eye is aware of his approach.

FIRST APPEARANCES: Paradox Brothers

CARDS SHOWN: Labyrinth Wall, Shadow Ghoul, Wall Shadow, Chained Boomerang, Labyrinth Tank

18. DOUBLE TROUBLE DUEL PART 2 (3-23-02)

REBECCA

The battle with the Brothers continues, and things look bleak for Yugi and Joey. Meanwhile, Kaiba has made his way into the castle, but a guard trips an alarm, sending hordes of Pegasus' men after Kaiba.

CARDS: Labyrinth Change, Magic Box of Death, Dungeon Worm, Awakening, Monster Tamer, Water Guardian Suga, Electric Guardian Sanga, Air Guardian Hyuga, Gate Guardian, Landmine Spider

19. DOUBLE TROUBLE DUEL PART 3 (3-30-02)

Yugi and Joey realize that individually, each has no chance against the Brothers. Using Yugi's Fusion card, they "fuse" two of their best cards together to defeat the Paradox Brothers and escape the labyrinth. Kaiba outwits a lot of Pegasus' guards and finds his brother. He's just about to free Mokuba when Pegasus arrives.

CARDS: Black Demon's Dragon, Mimicking Illusionist, Monster Replace (a.k.a. Shift Change)

20. FACE OFF PART 1 (4-06-02)

JOEY, TRISTAN, YUGI & TEA

Using the magic of the Millennium Eye, Pegasus traps Mokuba's soul inside a card right before Kaiba's eyes! He tells Kaiba he must defeat him in battle to free his brother's soul. However, in order to earn the right to challenge Pegasus, Kaiba must first beat Yugi and take his star chips. Willing to do anything to save his brother, Kaiba seeks out Yugi and challenges him. The two are in the midst of battle and Yugi appears to be winning, but Kaiba is just baiting Yugi while he gathers pieces to fuse his Blue-Eyes White Dragons into one incredible beast.

CARDS: Gargoyle Powered, Vengeful Sword Stalker, Lamp Spirit—Ra Djinn, Magic Lamp

21. FACE OFF PART 2 (4-13-02)

Kaiba summons the Blue-Eyes Ultimate Dragon, the strongest monster in the game fused from three Blue-Eyes White Dragons! The battle heats up as Kaiba activates a card that destroys all of Yugi's powerful monsters on the field, in his graveyard, in his hand and in his deck. Now Yugi's lost all of his [illegible] defensive Duel Monsters and has to be on the offensive. Kaiba draws the card he needs and, on his next turn, can fuse all of his Blue-Eyes White Dragons together. Does Yugi stand a chance?

CARDS SHOWN: Eye of Truth, Holy Elf's Healing

22. FACE OFF PART 3 (4-20-02)

Yugi begins spinning a strategy to put the Blue-Eyes Ultimate Dragon to rest. Kaiba is shocked at Yugi's plan, especially when it starts working and his precious Dragon begins to lose hit points. To the shock of everyone watching, Yugi is just about to win. If he wins, Kaiba will die. Yugi's inner self and his friends convince him to spare Kaiba's life. In that moment when Yugi decides to spare Kaiba, Kaiba attacks and defeats him.

CARDS: Multiply, Magic Effect Arrow

23. SHINING FRIENDSHIP (4-27-02)

Having lost his star chips to Kaiba and his only opportunity to save Grandpa, Yugi is in a state of shock. Mai arrives and wants to challenge Yugi, but he's too distraught to do anything. Téa decides to fight in his stead. She hopes if she defeats Mai, this will snap Yugi out of his shock and give him the courage to go on. Using love and friendship, Téa is able to defeat Mai and win Yugi enough star chips to continue in the castle.

CARDS: Hatchling Angel, Friendship, Emissaries of Harmony, Elven Light, Silver Bow

24. CHAMPION VS. CREATOR PART 1 (5-18-02)

OBELISK

Yugi and the gang enter the castle to discover Kaiba ready to fight Pegasus, with Mokuba's soul hanging in the balance. Pegasus has agreed to use Kaiba's Duel Disc only if Mokuba plays as his puppet against Kaiba. Kaiba refuses to compete with his brother, so he agrees to play the game the regular way. Pegasus feigns fear and weakness to tempt Kaiba to use his Blue-Eyes White Dragon, but once Kaiba is about to play it, Pegasus uses his Prediction card and wins the Blue-Eyes White Dragon. Now Kaiba must go on the defensive and figure out how to defeat an enemy that seemingly knows his every thought and move.

CARDS: Toon Alligator, Parrot Dragon, Hypnosis, Prediction, Dark Rabbit, Darkness Energy

25. CHAMPION VS. CREATOR PART 2 (5-25-02)

Pegasus rants about cartoons and comics, then plays a card that transforms all of his monsters into cartoon character monsters. Kaiba is helpless against Pegasus' Toon World deck and mind-reading abilities, because Toon World Monsters cannot be destroyed by non-Toon World monsters—but they can certainly cause damage to those creatures! Pegasus defeats Kaiba. As the duel ends, Pegasus imprisons Kaiba's soul in a card, just like Grandpa and Mokuba! Yugi has had enough and vows to defeat Pegasus at any cost!

CARDS: Toon World, Blue-Eyes Toon Dragon, Curse of Darkness, Copycat, Devil Box, Shine Palace

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Freelance writer Jennifer M. Contino would never imprison a soul in the jar under her bed. Honest.

ANIMAZING! The inside skinny on your favorite anime

Neil Gaiman wrote the script for the Disney version of *Princess Mononoke*—he's best known for his incredible DC series *Sandman* and the dark children's fantasy book, *Coraline*.

ANIMAZING! The inside skinny on your favorite anime

In the *Yu-Gi-Oh!* anime, there are only four of the powerful Duel Master's Blue-Eyes White Dragon cards. After Seto Kaiba rips up one of the cards, he owns the only three in existence.

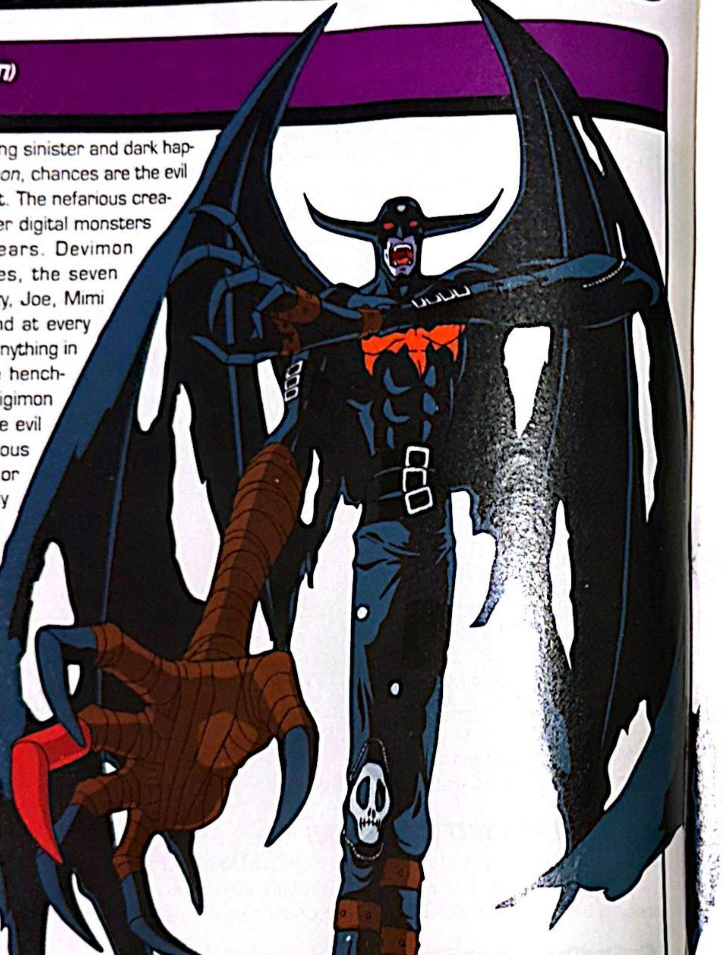
BAD TO THE BONE

WHO'S BAD? WHO'S WORSE? GET READY FOR ANIME'S TOP 10 GREATEST VILLAINS!

BY JENNIFER M. CONTINO

10. DEVIMON (DIGIMON)

DIGITAL DEVIL



RAP SHEET: Whenever something sinister and dark happened in the first season of *Digimon*, chances are the evil Devimon had a hand (or claw) in it. The nefarious creature could control the will of other digital monsters by using his tainted Black Gears. Devimon attempted to thwart our heroes, the seven Digidestined (Tai, Matt, Sora, Izzy, Joe, Mimi and T.K.), and conquer File Island at every opportunity. Devimon destroyed anything in his path. Whether using his vile henchmen, (such as Leomon, a good Digimon controlled by a Black Gear, or the evil Digimon, Ogremon) or using vicious attacks such as the Touch of Evil or Evil Wings, lesser Digimon hardly stood a chance against this being of immense dark power.

FOR SHAME: After battling the Digimon and the Digidestined, Devimon attempted to kill T. K. His digital monster, Patamon blocked the blast and died as a result.

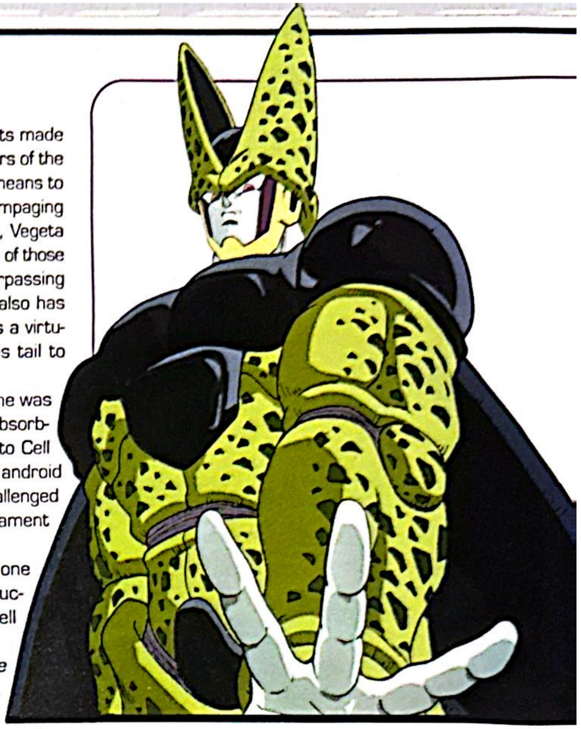
WATCH OUT: Buena Vista Home Video has a great deal for Digimon fans. The entire first 13-episode saga is available on one super-affordable DVD. For $24.99, you can view this dastardly deed by Devimon and many more! See how it all began and witness Devimon's demise, all in one sweet place.

ANIMAZING! The inside skinny on your favorite anime

Pokémon Goldeen's embarrassing secret is that, due to its "elegant" tail, the powerful water Pokémon is nicknamed "Water Queen"! What's a poor guy to do?

9. CELL (DRAGON BALL Z)

DESTRUCTIVE DNA



RAP SHEET: Cell is a Frankenstein's Monster of sorts made up of DNA from some of the deadliest and finest fighters of the galaxy. He was created by the twisted Dr. Gero as a means to best Goku and his pals. After all, considering the rampaging fighter's biology is composed of elements from Goku, Vegeta and Piccolo, to name a few, what chance should just one of those fighters have against the deadly android? Besides surpassing the skills of Earth's best and brightest fighters, Cell also has a mastery of all his "siblings'" signature attacks. He's a virtually invincible fighting machine who can also use his tail to absorb the energy and powers of his opponents.

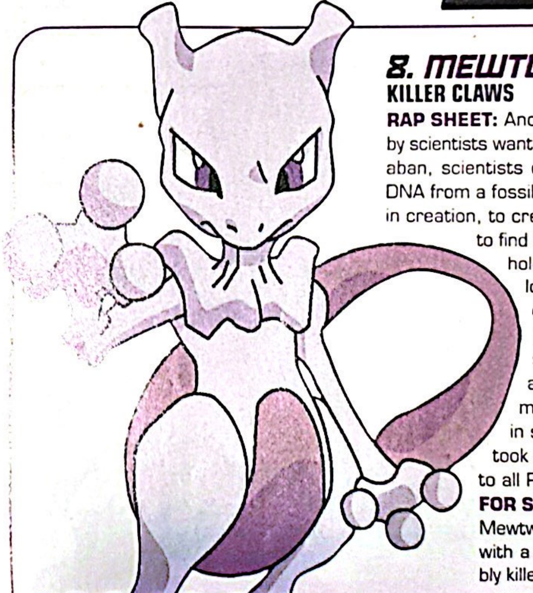
Cell had three evolutions. In his first appearances, he was reptilian, resembling a giant lizard. After besting and absorbing a few fighters and random victims, he evolved into Cell Stage Two. With more conquests under his belt, the android achieved his perfect form. Feeling unstoppable, he challenged the mightiest warriors around to a great battle tournament called "The Cell Game."

FOR SHAME: Cell killed many people on Earth, but one of his most devastating blows was when he self-destructed, destroying King Kai's planet and killing Goku. Cell then regenerated to attack Earth again!

WATCH OUT: *Dragon Ball Z: Imperfect Cell: Race Against Time* is available from FUNimation for $24.95.

8. MEWTWO (POKÉMON)

KILLER CLAWS



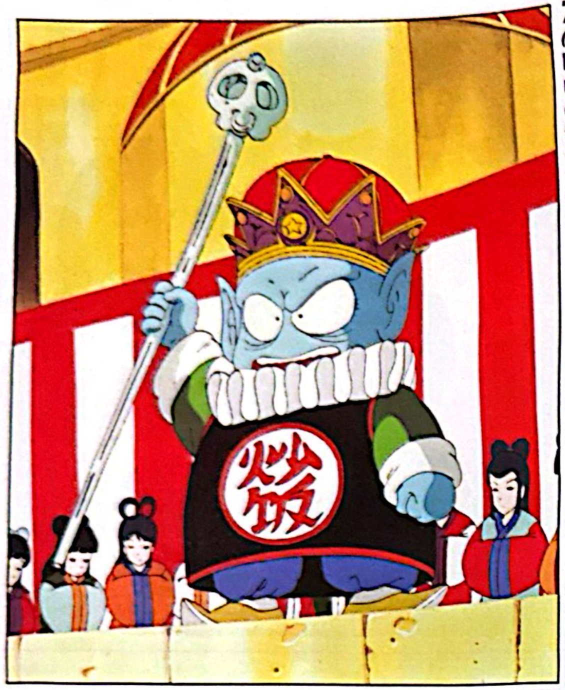
RAP SHEET: Another DNA monster, Mewtwo was artificially created by scientists wanting an ultimate fighting machine. On the island of Cinaban, scientists conducted experiments and manipulated Pokémon DNA from a fossil of the legendary Mew, the most powerful Pokémon in creation, to create Mewtwo. Once sentient, Mewtwo was stunned to find itself in a cage. The powerful Pokémon destroyed the holding tank and used its psychic abilities to destroy a lot of the laboratory in the process. The scientists celebrated their success and, not realizing the danger, set out to test the Pokémon in a series of combat situations. Mewtwo bested all its virtual competition and then set its sights on freedom. The mad Pokémon destroyed the laboratory and escaped. It set off in search of other Pokémon to best in battle. Mewtwo took up residence on an Island and sent out a challenge to all Pokémon trainers to battle there.

FOR SHAME: While battling all the Pokémon on his island, Mewtwo got into a skirmish with Mew. Mewtwo attacked with a devastating Psychic Attack that would have probably killed its "mother." Ash stepped in front of the blast and was turned to stone.

WATCH OUT: You can catch Mewtwo in the first *Pokémon* movie, available from Warner Bros. for $19.95.

ANIMAZING! The inside skinny on your favorite anime

Did you know that, in Japan, the country where the anime originated, teen racecar driver Speed Racer is known as Go Mifune? Older brother Rex (Racer X) is named Kenichi, and Go's girlfriend is called Michi, not Trixie? The Mach 5's the same, though.



7. EMPEROR PILAF (DRAGON BALL)

PISTOL PACKIN' PILAF

RAP SHEET: Emperor Pilaf was Goku's first enemy, back when he was a tiny tot searching for the Dragon Balls. Pilaf had dreams of world domination and attempted to steal the Dragon Balls from Goku and Bulma to make those dreams a reality. With his henchmen Shao and Mai, Pilaf captured Goku and his friends and kept them trapped in a dungeon. However, unfortunately for the mad emperor, there was a full moon and Goku achieved Oozaru (Giant Monkey) stage. With the Oozaru came a power boost and Goku freed his friends, destroyed the castle, and attempted to squish Pilaf. Terrified, the Emperor turned tail and ran away.

FOR SHAME: Many years later (when *Dragon Ball GT* begins), Pilaf was being badly beaten by an adult Goku and wished that Goku were a kid again so he could trounce him easily. The wish of the Dragon Balls transformed Goku into a child, and poor Goku had to endure puberty twice!

WATCH OUT: *Dragon Ball: Saga of Goku* is available from Viamark Productions LTD for $29.99—a fantastic deal to get 13 awesome episodes.

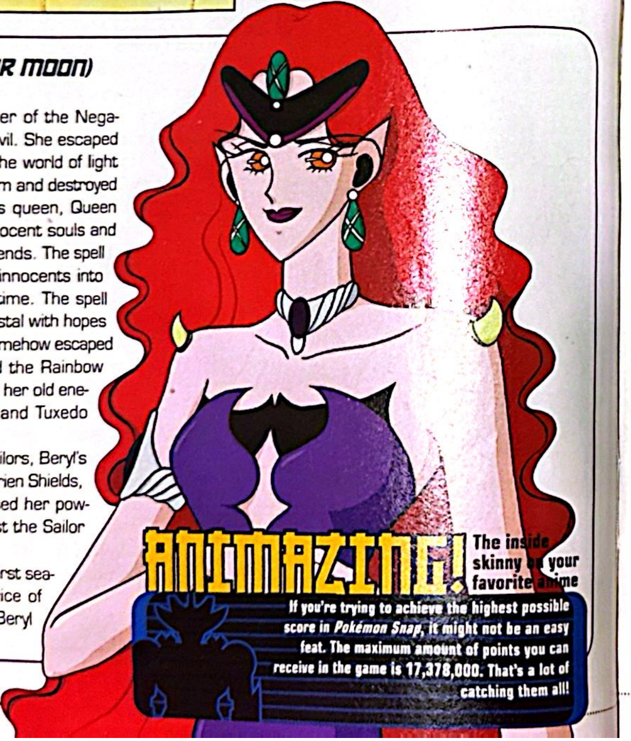
6. QUEEN BERYL (SAILOR MOON)

ROYAL REVENGE

RAP SHEET: Queen Beryl was the ruler of the Negaverse, a place filled with darkness and evil. She escaped from that land and wanted to conquer the world of light and hope. She attacked the Moon Kingdom and destroyed almost everyone and everything in it. Its queen, Queen Serenity, cast a spell to preserve the innocent souls and save the life of her fallen daughter and friends. The spell of the Imperium Crystal pushed all the innocents into the future, to be reborn at a different time. The spell also trapped the wicked queen in the Crystal with hopes she never would return. However, Beryl somehow escaped and went on another mad quest to find the Rainbow Crystals, increase her power, and destroy her old enemies, Sailor Moon, the Sailor Scouts, and Tuxedo Mask.

FOR SHAME: During a battle with the Sailors, Beryl's minions kidnapped Tuxedo Mask, a.k.a. Darien Shields, and brought him to Queen Beryl. She used her powers to turn him into her slave and against the Sailor Scouts and his love, Sailor Moon.

WATCH OUT: ADV Films is releasing the first season of *Sailor Moon* for an affordable price of $14.98 per volume. You can see tons of Beryl badness on each DVD.



ANIMAZING! The inside skinny on your favorite anime

If you're trying to achieve the highest possible score in *Pokémon Snap*, it might not be an easy feat. The maximum amount of points you can receive in the game is 17,378,000. That's a lot of catching them all!

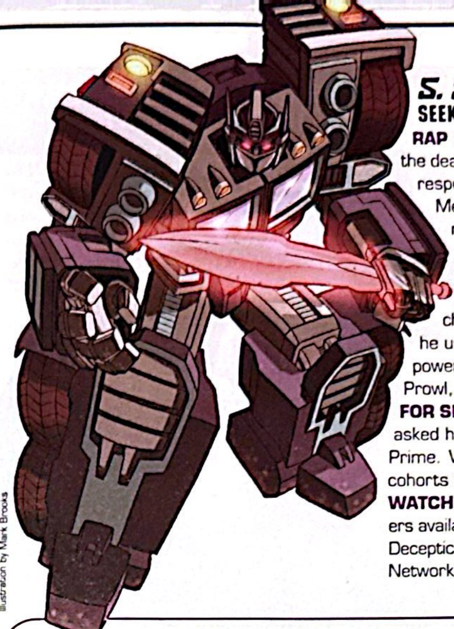


Illustration by Mark Brooks

5. SCOURGE (TRANSFORMERS: ROBOTS IN DISGUISE)

SEEK AND DESTROY

RAP SHEET: Scourge is the Decepticons' field commander, among the deadliest and fiercest of all Megatron's troops (and one of the most respected, much to his rival Sky-Byte's dismay). He was created by Megatron in a scanning mix-up between a tanker truck and Optimus Prime, which led to Scourge's more-than-passing resemblance to that Autobot leader. Despite being created from part of Prime, Scourge hates all Autobots, especially their commander. Any spark of Autobot decency within him is well-hidden by his penchant for destruction and violence. To achieve the Decepticons' goals, he uses his trailer (which becomes an armed battle station) and his powerful sword to chop through any Autobot opposition, like X-Brawn, Prowl, Sideburn...or, he hopes, Optimus Prime.

FOR SHAME: He once approached bad-boy Autobot Ultra Magnus and asked him to join the Decepticons in destroying Magnus' rival, Optimus Prime. When the offer was refused, Scourge called in his Decepticon cohorts to destroy Magnus instead!

WATCH OUT: You can catch all the different versions of the Transformers available on VHS/DVD from Rhino Home Video...and spot the newest Decepticon villains in the latest series, *Transformers; Armada*, on Cartoon Network!

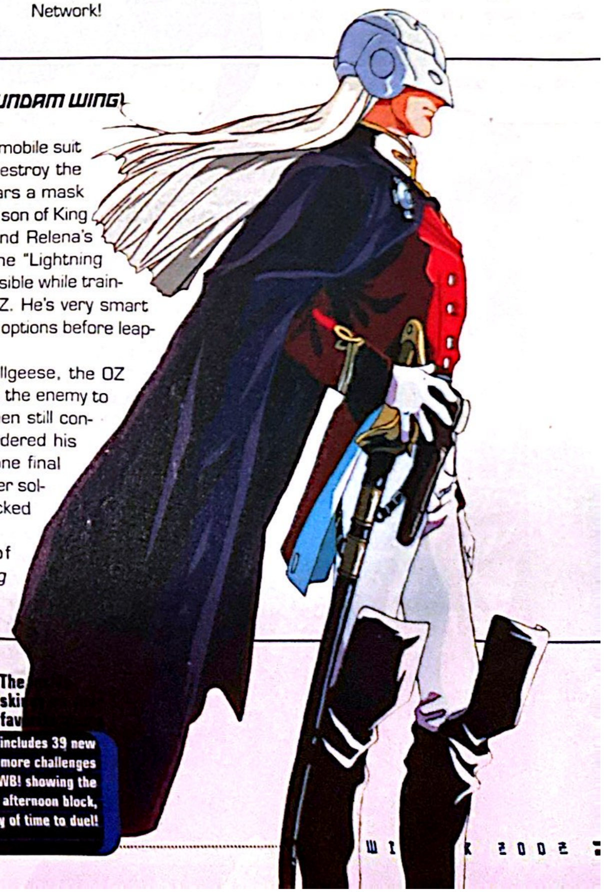
4. ZECHS MERQUISE (GUNDAM WING)

INSANE IN THE MEMBRANE

RAP SHEET: Zechs Merquise is OZ's top mobile suit pilot. He vacillates between wanting to destroy the world and wanting to help save it. He wears a mask to hide his true identity. Zechs really is the son of King Peacecraft, heir to the Sanc Kingdom and Relena's long-lost brother. Zechs is nicknamed the "Lightning Baron" and earned the highest marks possible while training for the Specials, a military force of OZ. He's very smart and crafty. Zechs always considers all the options before leaping into battle.

FOR SHAME: During a battle in the Tallgeese, the OZ forces were in control and Zechs ordered the enemy to surrender. They complied, but his own men still continued to fire upon the enemy. Zechs ordered his soldiers to stop, but the enemy, using one final blast, killed one of Zechs' men. Zechs' other soldiers blamed him for the tragedy and attacked Zechs. So, he killed his own men.

WATCH OUT: You can see lots of Zechs' adventures in the *Gundam Wing* series DVDs.



ANIMAZING! The ski fav

The second season of *Yu-Gi-Oh!* includes 39 new episodes, a new villain and lots more challenges for Yugi and pals. With Kids' WB! showing the series on Saturdays and in their afternoon block, there will be plenty of time to duel!

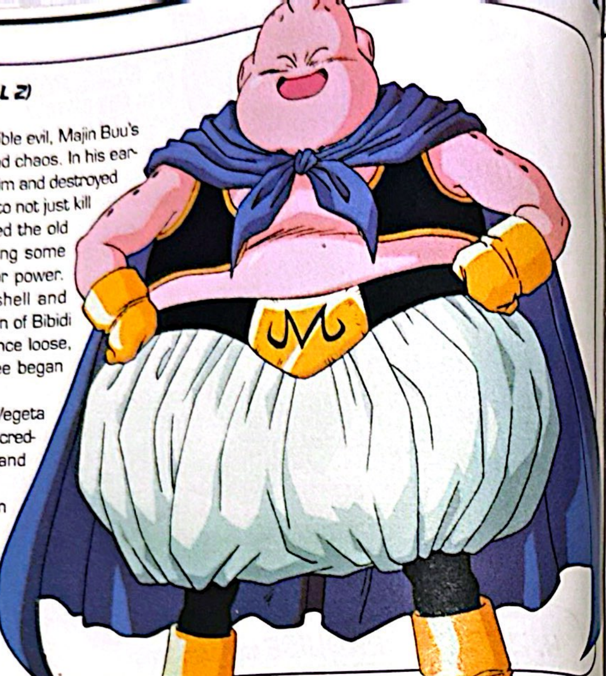
3. MAJIN BUU (DRAGON BALL Z)

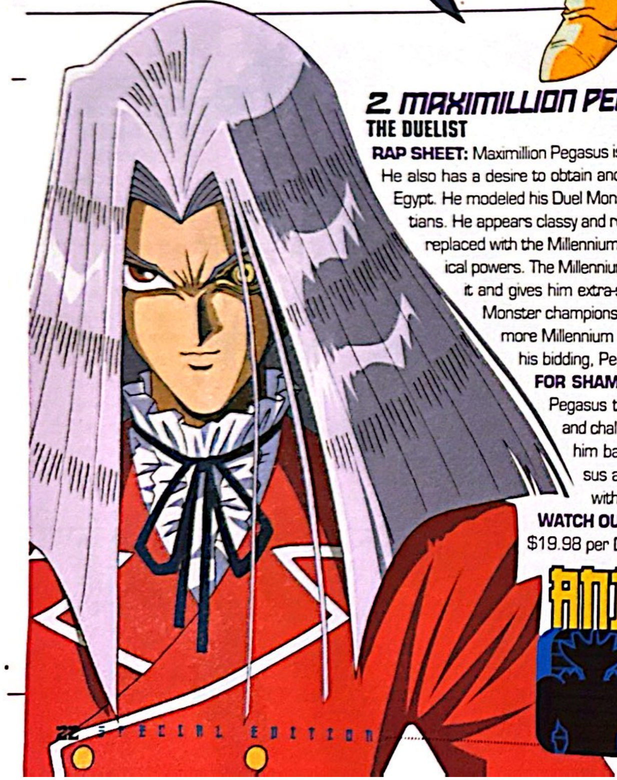
B-B-BAD TO THE BUU

RAP SHEET: An ancient, nearly indestructible evil, Majin Buu's purpose was to cause mass destruction and chaos. In his earliest days, Majin Buu killed all who opposed him and destroyed worlds by blowing them up. He then began to not just kill his enemies, but eat them also. Buu proved the old maxim "you are what you eat" by absorbing some attributes of his victims such as weight or power. Eventually Buu was sealed in a magic shell and remained there for many years until the son of Bibidi found Buu and freed him from his trap. Once loose, Buu's reign of terror and mad killing spree began again for a whole new generation.

FOR SHAME: Besides kiling Gohan and Vegeta when he was first freed, Buu later used his incredible power to blow up the entire Earth, and everyone on it!

WATCH THIS: *Dragon Ball Z* is available from FUNimation for $24.95 per DVD. Currently there are over 50 volumes of the *Dragon Ball Z* saga available for purchase. Look for later volumes to include the saga of Majin Buu...plus watch the show on Cartoon Network's Toonami!





2. MAXIMILLION PEGASUS (YU-GI-OH!)

THE DUELIST

RAP SHEET: Maximillion Pegasus is the creator and master of the Duel Monsters game. He also has a desire to obtain and control all the fabled Millennium items from Ancient Egypt. He modeled his Duel Monster game after a legendary game played by the Egyptians. He appears classy and refined, but is on a mad power search. His left eye was replaced with the Millennium Eye, an artifact that gives Pegasus strange and magical powers. The Millennium Eye also allows Pegasus to [illegible] people's souls within it and gives him extra-sensory powers. Pegasus held a tournament of Duel Monster champions at the Duelist Kingdom in an attempt to acquire even more Millennium Items. In an attempt to get Yugi and Seto Kaiba to do his bidding, Pegasus took something dear from both of them.

FOR SHAME: After besting Yugi in a game of Duel Monsters, Pegasus trapped the teen's grandfather in his Millennium Eye and challenged Yugi to win the Duel Monster tournament to get him back. Later in the Duelist Kingdom tournament, Pegasus also trapped Seto Kaiba and his little brother Mokuba within the eye.

WATCH OUT: *Yu-Gi-Oh!* is available from 4Kids Entertainment for $19.98 per DVD volume.

ANIMAZING! The inside skinny on your favorite anime

Heads will roll over this one! The *Pokémon TCG* for GameBoy has a typo. The card "Ninetales" is spelled "Ninetails"—better hope the critter's not too upset!

1. PROFESSOR TOMOE (SAILOR MOON S)

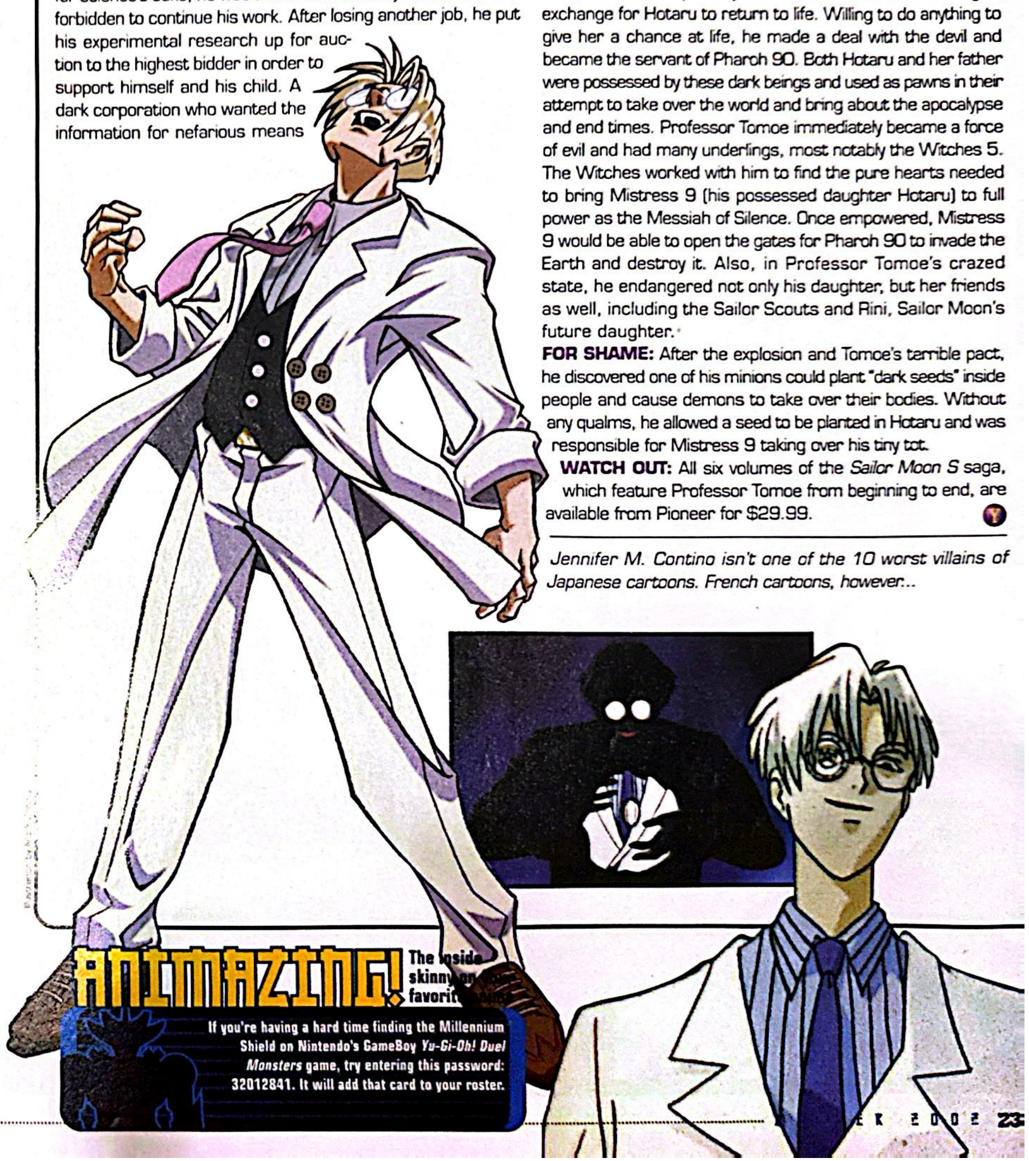
DADDY DEAREST

RAP SHEET: Professor Tomoe was a scientist trying to find alternate dimensions and signs of other intelligent life forms. He conducted experiments deemed inhuman by his peers in order to discover or create a super-powered being. After refusing to adhere to their rules and continuing to experiment on animals for science's sake, he was thrown out of many universities and forbidden to continue his work. After losing another job, he put his experimental research up for auction to the highest bidder in order to support himself and his child. A dark corporation who wanted the information for nefarious means backed the professor and allowed his testings to continue. One day when his toddler daughter, Hotaru, was visiting him at work, an explosion occurred during one of his experiments melding life with non-life, and everyone in the laboratory was killed except for the Professor. Grief-stricken over the loss of his child, he was tempted by dark forces to do their bidding in exchange for Hotaru to return to life. Willing to do anything to give her a chance at life, he made a deal with the devil and became the servant of Pharoh 90. Both Hotaru and her father were possessed by these dark beings and used as pawns in their attempt to take over the world and bring about the apocalypse and end times. Professor Tomoe immediately became a force of evil and had many underlings, most notably the Witches 5. The Witches worked with him to find the pure hearts needed to bring Mistress 9 (his possessed daughter Hotaru) to full power as the Messiah of Silence. Once empowered, Mistress 9 would be able to open the gates for Pharoh 90 to invade the Earth and destroy it. Also, in Professor Tomoe's crazed state, he endangered not only his daughter, but her friends as well, including the Sailor Scouts and Rini, Sailor Moon's future daughter.

FOR SHAME: After the explosion and Tomoe's terrible pact, he discovered one of his minions could plant "dark seeds" inside people and cause demons to take over their bodies. Without any qualms, he allowed a seed to be planted in Hotaru and was responsible for Mistress 9 taking over his tiny tot.

WATCH OUT: All six volumes of the *Sailor Moon S* saga, which feature Professor Tomoe from beginning to end, are available from Pioneer for $29.99.

Jennifer M. Contino isn't one of the 10 worst villains of Japanese cartoons. French cartoons, however...



ANIMAZING! The inside skinny on your favorite anime

If you're having a hard time finding the Millennium Shield on Nintendo's GameBoy *Yu-Gi-Oh! Duel Monsters* game, try entering this password: 32012841. It will add that card to your roster.

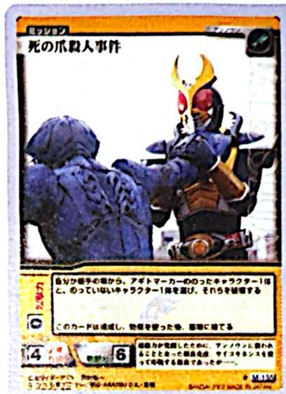
DECKS ON DECK

THE TOP 10 CRAZIEST JAPANESE CARD GAMES THAT HAVE HEAT...JUST NOT IN AMERICA.

BY KUMAR SIVASUBRAMANIAN

You think *Yu-Gi-Oh!* is a recent hit? You're *so* behind the times!

In 1996 the *Yu-Gi-Oh!* manga by Kazuki Takahashi debuted in Japan and two years later the collectible card game was released. That's when Tokyo went nuts. Now America is in on the craze too, and we're wondering what's hot in Japan now that we might see soon over here.



1. RIDERS' LEGEND

Kamen Rider, one of Japan's longest-running shows, features a motorcycle that can form a bug-like armor around its rider to battle monsters, and came to the U.S. briefly as *Masked Rider*. In the CCG, all of the cards are pictures from the TV show, including villains like the fearsome Propeller Beetle and the giant flying squirrel Musasabeedoru who cries out, "Va Ve!" Yikes!

モモンガ
体長14~20cm。ムササビより小さい。

2. NATURAL MONUMENTS

This original collectible card game is actually about animals and endangered species. Your job is to try to preserve wildlife, but since one of the options for protecting a species is cloning, we're pretty sure this game is not totally realistic. And the weirdest thing about this CCG is that although all of the cards have pictures on them, none of them are pictures of actual animals, but of plastic models!

絶体絶命
ゾロ——サンジ——ウソップ——ナミ!! わりい、おれ死んだ

3. ONE PIECE

In the age of pirates, would-be pirate king Luffy gains the power to stretch like rubber after eating a GumGum Fruit. But it also takes away his ability to swim—not recommended for pirates! These and other wacky powers are all part of the One Piece CCG, as are enemies like Sunglass-Wearing Bounty Hunter and The Foul-Mouthed Chef.

メウ
[アビリティ]
2/2
3

4. GANGAN VERSUS

Gangan Versus is one of the few CCGs in Japan that is not based on an animated series. Some of the characters are high school students. Some, like the broomstick riding Meu, are from outer space. And some, like Megira, are giant monsters confirmed to be living on South Pacific Islands. We swear, we have no idea what this game is about.

ANIMAZING!

The inside skinny on your favorite anime

In *Jubei-chan the Ninja Girl*, when junior-high student Jiyu Nanohana dons a magical "lovely eyepatch," she transforms from a naive student into the powerful Jubei-chan and fights to end a 300-year battle.

5. DRAGON QUEST

Dragon Quest is the Japanese title for the fantasy video game series known as Dragon Warrior in the US. People and places from all seven video games are in the card game too. But the best thing about the CCG is that all of the characters and creatures were designed by Akira Toriyama, who also created *Dragon Ball*, and it shows. What other CCG would feature freaky but somehow cute creatures like Ox-Bears, Giga-Mutants, Flame Men, and, of course, dragons?

6. GUNDAM WAR

OPERATION
戦場への対応

Gundam is Japan's best giant fighting robot anime ever, so it makes sense that *Gundam War* is also one of Japan's best card games too. The CCG covers all of Gundam's long 23-year history. That means you can get several different Gundam robots and lots of Gundam pilots. This also means that you can play with cool characters like Heero Yuy from *Gundam Wing*, but you might also get stuck with 1970s rejects like Bolaskinev. Like, who?

8. PRINCE OF TENNIS

波動球
【グラウンドストローク】

In Japan, not all manga and anime is about collectible creatures. Stories about sports are popular too. *Prince of Tennis* is an anime series about, uh, well, tennis. In the CCG version, most of the cards are divided into Training Cards, Stroke Cards, and Character Cards which are associated with certain high school teams. Why anyone would want to play as amateurs instead of pros is perhaps a question only the Japanese can answer, but this game makes tennis cool!

9. ANGELIC LAYER

ANGEL
ヒカル（天使の羽ver.）
SPEED
LIGHT WEIGHT

Angelic Layer is a hit animated series in Japan about kids who compete in a battle game using robot "angels" that hatch from eggs! Angel owners control the actions of their angels using special headsets which project their thoughts. When an angel wins, it can steal parts from a defeated opponent to upgrade itself. And the best part is they are only 1 foot tall making them easy to collect and perfect for a collectible card game!

ANIMAZING!

The inside skinny on your favorite anime

In *Battle of the Planets*, Keyop warbled his words and sounded somewhat like a bird, but this wasn't how the character was originally portrayed. In the Japanese version, the 10-year-old spoke perfectly and had little trouble pronouncing anything.

7. INU-YASHA

Inu-Yasha, currently showing on Cartoon Network on Saturday nights is named for the half dog-demon, half-mortal in ancient Japan seeking a powerful magical jewel, who's partnered with Kagome, a sailor-uniformed school girl from the present. And in the card game he's partnered with *you* as well, as you join in the quest for the shattered jewel and defend yourself against magical shape-changing enemies.

10. MIRACLE V MASTER

The characters of *Miracle V Master* basically fall into two categories: magicians and monsters. Magicians come in all shapes and sizes from sword-wielding wizards to peaceful witches, from human to barely recognizable. Don't let anybody get in their way! Monsters are much more zany and unpredictable like Horick the half-monster forest creature, and Mu Bobonga, a big, fat gray beast with long, blonde hair that doesn't fly, but *floats* on the breeze. Creepy.

ANIMAZING!

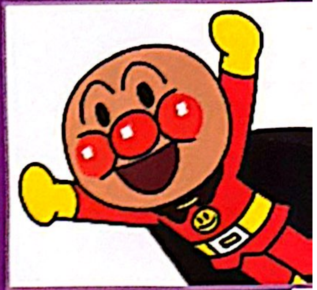
The inside skinny on your favorite anime

Accompanying *Excel Saga*'s beautiful bounty hunters Excel and Hyatt on their cases is their pet doggie, Mensch. But he's not there for companionship—he's the emergency food supply if something goes wrong. So, if you go to Excel and Hyatt's pad for dinner, be

CRAZIER STILL

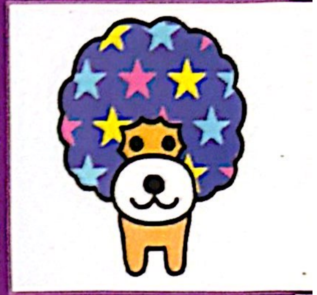
JAPANESE CHARACTERS TOO WEIRD TO EVER GET THEIR OWN CARD GAMES

ANPANMAN



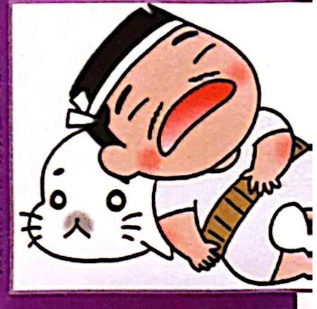
Anpanman is a super-hero with jam-filled bread for a head. His archenemy Baikinman (Germ Man) often tries to steal food, and then it's Anpanman to the rescue. Sometimes he even breaks off a piece of his jelly-filled head and gives it to injured people to revive them. Scores a perfect 10 on the Crazy-O-Meter.

AFRO KEN



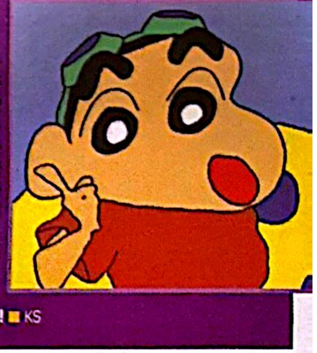
Afro Ken doesn't have any powers. He doesn't even have his own comic or card game or anything. Just some pencil cases and stuff. Heck, he's just a dog with a multi-colored afro. And he's kind of cute, we guess, which might be enough to turn him into one of the most beloved characters in Japanese history.

SHONEN ASHIBE



Ashibe is a first grader that carries around a white seal named Gomachan under his arm. He also lives with a Yeti that rescued his best friend in the mountains of Nepal. In the Shonen Ashibe video games, Gomachan sometimes jumps around head-butting people. We didn't say it made any sense.

CRAYON SHINCHAN



Much like Bart Simpson, Shinchan is a poorly drawn brat with oddly colored skin. The difference is, Shinchan is much, much worse. Shinchan does whatever he wants, drives people crazy, knows way too much for his own good, and has an unnatural interest in women for a 5-year old. In Japan, that's the recipe for ratings success! ■ KS

MADE IN JAPAN

THE TOP 100 JAPANESE YU-GI-OH! CARDS OF ALL TIME

BY EDWARD T. HRZIC III

Want a good reason to go to Japan? Even though the English version of the *Yu-Gi-Oh!* trading card game is still in its infancy with only three sets released Stateside, Japan (where the game was created) has been releasing sets since 1998! That means there's a massive number of cards available to players of the Japanese version, even though only a small sampling of those cards can be considered usable in decks. Which ones should you catch?

We went though and picked the 100 most powerful Japanese cards. These are the best, the baddest and the most diabolical; and although some of them have been released here, most are Japanese-only. And just so you know what you're missing, we've translated all of the cards and provided the original Japanese names for the ones that made it Stateside.

F・G・D
ATK/5000 DEF/5000

100 FIVE GOD DRAGON

Dark. Dragon. Fusion. This Monster can only be Special Summoned by a Fusion. It is Fused by 5 Dragon-Type Monsters and does not receive Battle Damage from Earth, Water, Fire, Air or Dark-Type Monsters. 12/5000/5000

COLLECTOR'S TIP: This card was only available to those who pre-ordered the GameBoy Advance *Duel Monsters 7: Duel City Legend* game in Japan.

究極竜騎士
ATK/5000 DEF/5000

99 MASTER OF DRAGON KNIGHT

Light. Dragon. Fusion. [Chaos Soldier] + [Blue Eyes Ultimate Dragon]. This Monster can only be Special Summoned by a Fusion. Increase this Monster's ATK by 500 for each other Dragon-Type Monster on the Field. 12/5000/5000

COLLECTOR'S TIP: This card is a pack-in card for those who purchased the GameBoy Advance *Duel Monsters 7: Duel City Legend.*

青眼の究極竜
攻 4500
守 3800

98 BLUE EYES ULTIMATE DRAGON

Light. Dragon. Fusion. [Blue Eyes White Dragon] + [Blue Eyes White Dragon] + [Blue Eyes White Dragon]. 12/4500/3800

PLAY TIP: It used to be the strongest Fusion Monster in the game, but was dethroned just recently. However, there are many ways to get it out easily, such as with the Cyber-Stein.

97 INDEPENDENT MOVEMENT UNIT

TYPE: Equipment Magic

EFFECT: Pay 1500 Life Points. Choose one Monster in your opponent's Graveyard and put it on the Field in attack mode with this card Equipped on it. If this card leaves the Field, destroy the Equipped Monster.

PLAY TIP: Its cost is hefty, but if you really need a Monster from your opponent's Graveyard and you don't have a Monster Reborn, this is the card to use. In desperate times, you can use it for Tribute.

ラストバトル！
【罠カード】

96 LAST BATTLE!

TYPE: Normal Trap

EFFECT: You can activate this card only if you have 1000 or fewer Life Points and only during your opponent's turn. Choose one of your Monsters on the Field, and all other cards on the Field and in each player's hand are placed in their Graveyards. Your opponent Special Summons a Monster from his or her deck, and both battle (damage to players is negated). At the end of the turn, the player with the remaining Monster is the winner. Otherwise, it's a tie.

95 MAGNET VALKYRION

Earth. Rock. This Monster can only be Special Summoned, and only by Tributing a [Magnet Warrior Alpha], [Magnet Warrior Beta] and [Magnet Warrior Gamma] from the Field and/or your hand. If this Monster is on the Field, you may Tribute it to Special Summon 1 of each of those Monsters to the Field from your Graveyard. 8/3500/3850

PLAY TIP: Summon it correctly, then tribute it and use a revival card to bring the Valkyrion back into play for massive damage!

ライトニング
攻 2800
守 1400

94 GILFORD THE LIGHTNING

Warrior. If you Tribute three Monsters to Tribute Summon this Monster, destroy all of your opponent's Monsters on the Field. 8/2800/1400

PLAY TIP: Even though you can bring it out normally by Tributing two Monsters, if you Tribute three instead, it gives you a free Raigeki when it comes into play!

PROMO IRIGATO

WHERE DO ALL OF THESE PROMO CARDS COME FROM?

Every popular trading card game has a sporadic release of cards that get people into the game to see what it's all about. These promotional cards usually fetch a nice price and are found in a variety of ways.

The *Yu-Gi-Oh!* trading card game is no different, especially in Japan. There are many promo cards that have been released in Japan, and more are on the horizon.

ブイジャンプ
Vジャンプ
創刊号
Dr.スランプ
21世紀へ発進!!
U-JUMP

TOURNAMENT PRIZES

One way to get a hold of some EXTREMELY rare promotional cards is to win them in national tournaments. Two of the most valuable tournament cards are Blue Eyes Ultimate Dragon and the Dark Magician Girl. There are only two (!) original Blue Eyes Ultimate Dragons in the world (which is the reason that all other Ultimate Dragons have "Replica" written in the lower-left corner of the card, where the code should be). For the Dark Magician Girl, they were sent to high-ranking Duelists in the Legends of Power tournament in Japan, where people used their GameBoy Games. The Dark Magician Girl was reprinted, however.

MAGAZINE AND COMIC PROMOS

The magazine that is infamous for distributing promo cards in Japan is called *V-Jump*. It has a lot of video-game-related information each month. Some of the nicer promotional cards have been included in it, such as Harpie Lady SB, a more powerful card that still counts as a regular Harpie Lady.

The weekly Japanese comic compilation *Shonen Jump* also has released some promo cards. In addition, the strategy guides for the various video games in Japan also contained promo cards to add to your collection.

VIDEO GAME PROMOS

Almost all of the Japanese video games that had *Yu-Gi-Oh!* in them also had promo cards released, which were packed with the game. There used to be multiple cards available, but you could get only a few of them in your own game. For example, the Japanese *Duel Monsters 3* for GameBoy Color had a pool of nine cards, but you only got three random ones in your game package. This changed with the release of *Duel Monsters 6* on the GameBoy Advance, which gave you the three promos that were in the set. And don't forget the reservation-only cards that you got for pre-ordering the game.

少年ジャンプ
WEEKLY JUMP
9
220円
みんなのおかげで
5周年!!
NEXT STAGE!!
YU-GI-OH!
遊戯王
ヒカルの碁
SHONEN JUMP

TV PROMOS

Just recently on Japanese television, a contest was held for viewers. You had to write down the name of the episode on a postcard and mail it in. You could then be chosen to receive one of six extremely rare promotional cards that were featured during that story arc. Luckily they will also be giving them out in a contest with the Japanese *Shonen Jump* comic. ■ EH

TIME WIZARD

青眼の白龍
攻 3000
守 2500

93 BLUE EYES WHITE DRAGON

Light. Dragon. 8/3000/2500

PLAY TIP: To this day, it's the strongest normal Monster in the game, even in Japan—plus it's one of the mascots. Never underestimate its power.

伝説のフィッシャーマン
攻 1850
守 1600

92 LEGENDARY FISHERMAN

Water. Warrior. If the [Umi] card is on the Field, this Monster can't be attacked and can't be affected by Magic. 6/1850/1600

PLAY TIP: A card that is rather unique in its effect. As long as the [Umi] card is out on the Field (yours or your opponent's), your opponent can't attack it, and it won't be affected by Magic. Unlike the Lord of D.'s ability, this card won't be affected by Magic: that means Raigeki and Dark Hole won't be able to destroy it!

ダイス・ポット
攻 200
守 300

91 DICE POT

Light. Rock. FLIP: Each player rolls a six-sided die. The player with the higher roll does damage to the lower roller equal to 500 times the higher roll. However, if the higher roll is six, 6000 damage is done instead. 3/200/300

PLAY TIP: This card does so much damage, it's scary. Hopefully, you're not the unlucky type that always rolls a one, and your opponent a six.

エメラルド・ドラゴン
攻 2400
守 1400

90 EMERALD DRAGON

Air. Dragon. 6/2400/1400

PLAY TIP: Almost as good as a Summoned Skull. A nice card for you Dragon lovers out there, and you can even grab it from your deck with a Witch of the Black Forest.

89 CALLING REINFORCEMENTS

TYPE: Normal Magic

EFFECT: Put one Level 4 or less Warrior-Type Monster from your deck into your hand.

PLAY TIP: This card helped make Japanese Warrior Decks viable in tournament circles. You can pull a variety of powerful Warriors from your deck, such as Axe Raider or even a Goblin Strike Team. Restricted to two per deck in Japan.

88 WAVE MOTION CANNON

TYPE: Continuous Magic

EFFECT: You may put this card into your Graveyard during your Main Phase. Do 1000 damage to your opponent for each of your Standby Phases that this card was on after it was activated.

PLAY TIP: Want to do a LOT of damage? Use a counter to represent the number of Standby Phases that have passed since putting the cannon into play, and shoot away when you feel like it!

87 TREMENDOUS FIRE (J. Hellblaze)

TYPE: Normal Magic

EFFECT: Do 1000 damage to your opponent and 500 damage to you.

PLAY TIP: It's in a variety of Burn Decks, since it can do the most damage of the direct-damage Magic cards. Though it does have a kickback of 500 damage to you, it's negligible compared to the damage done to your opponent.

MANGA MANIA

WHAT YOU'LL FIND IN THE YU-GI-OH! COMIC

Yet another thing English viewers of the animated series have missed are the "earlier" adventures of Yugi and company. These adventures were chronicled in the earlier volumes of the comic series. Though they were only available for Japanese readers to enjoy, the series will be published in Viz Comics' monthly anthology, *Shonen Jump*, starting in November.

The Japanese version of *Shonen Jump* is released weekly in Japan, which means that *Yu-Gi-Oh!* is also released weekly. After nine weeks, many of the serialized comics are collected in book form, called "tankoubon," which can be adapted into a graphic novel. Currently, 29 volumes of *Yu-Gi-Oh!* have been released, and the 30th will be available soon. And the series is *still* going in Japan!

Volumes 1-3: THE EARLY ADVENTURES. Young Yugi acquires the Millennium Puzzle, meets Joey and Tristan and begins their encounters with the various Shadow Games. Kaiba makes his appearance during this time and has a duel with Yugi that is not shown in the current animated series.

Volumes 4 & 5: DEATH-T. To exact his revenge, Kaiba traps Yugi and company in his Death Theme park. They must make their way through the park and solve a number of puzzles before Yugi can face Kaiba in a duel.

Volumes 6 & 7: MONSTER WORLD. There are some minor adventures with Yugi (including a date with Yugi and Tea), then Bakura shows up in the series, and he sucks the gang into a board game called Monster World.

Volumes 7-15: THE DUELIST KINGDOM. Starting at the very end of volume seven, this is the storyline that the current animated series is based on. Yugi travels to the Duelist Kingdom with his friends to get the soul of his grandfather back.

Volumes 16 & 17: DRAGONS, DICE AND DUNGEONS. The new transfer student, Ryuji Otogi, aims to get the Millennium Puzzle from Yugi, in a board game called Dragons, Dice and Dungeons. As a side note, the board game was made into a real game called Dungeon Dice Monsters.

Volumes 17-Now: BATTLE CITY. This is the current storyline in the comic (and the cartoon) in Japan. Secrets to Yugi's past are revealed, and if he can get a hold of the three elusive God cards, his memories may be returned to him. (Read more about the "Battle City" cartoon episodes under the "Yu-Gi-Update!" sidebar.)

The comic isn't for kids, however. The earlier portions had some Shadow Games that were reminiscent of Russian Roulette—and some terrible consequences happen to those who lose in the Games (such as Yugi setting a guy on fire). Interestingly enough, the card game itself doesn't play a major part in the series until Volume 7, when the "Duelist Kingdom" story begins. ■ Kumar Sivasubramanian

JUMP COMICS
YU-GI-OH!
遊戯王
17
高橋和希

86 KURIBOH (j. Kuribo)

Dark. Fiend. Discard this from your hand. Reduce the Battle Damage done to you by your opponent to 0. You can use this effect only during your opponent's Battle Phase. 1/300/200

PLAY TIP: In all of *Yu-Gi-Oh!*, there are no cards that can currently negate the effects of a Monster like this, where it's discarded from your hand to do something. And its effect is rather useful.

85 GODDESS OF THE THIRD EYE (j. Goddess of the Truthful Eye)

Light. Spellcaster. This Monster may substitute one Monster during a Fusion. No other Fusion Substitution Monsters may be used in that Fusion. 4/1200/1000

PLAY TIP: Needed in every deck that relies on Fusions, or a Fusion Monster, as the main part of the combo. This card can replace up to one of the Monsters needed. This one is the strongest of the four Fusion-replacement Monsters.

83 MASKED HELLRAISER

Dark. Fiend. Must be Summoned by a [Ritual of the Masked Hellraiser]. Tribute Monsters from the Field and/or from your hand with levels that total eight or more. 8/3200/1800

PLAY TIP: Currently it's the strongest Ritual Monster in the game. Need a better reason?

82 NYUDORYUA

Dark. Fiend. When this Monster is destroyed during Battle and goes to the Graveyard, destroy one Monster on the Field. 4/1200/850

PLAY TIP: It's a rather weak Fiend, but its effect makes it useful in stall decks. If need be, you can even attack one of your opponent's big Monsters to destroy itself, and in turn destroy a Monster of your opponent's!

81 TROOP COMMANDER

Earth. Warrior. When this Monster is Summoned, you may Special Summon one Level 4 or less Monster from your hand. If you have any other Warrior-Type Monsters on the Field, this Monster can't be attacked. 4/1200/400

PLAY TIP: Warrior decks were becoming big trouble in Japan. This card can bring ANY Level 4 or less Monster from your hand into play (as long as it doesn't have a Summon requirement). Restricted to two per deck in Japan.

84 BLACK LUSTER SOLDIER (j. Chaos Soldier) Dark Ceremony Edition

Earth. Warrior. Must be Summoned by a [Black Luster Ritual]. Tribute Monsters from the Field and/or from your hand with levels that total eight or more. 8/3000/2500

PLAY TIP: The second-strongest Ritual Monster in the game. Not only that, since it's a Special Summon, you can get it out very quickly. However, you'll have to use the Ritual to summon it, along with the Black Luster Soldier.

80 GUARDIAN SPHINX

Earth. Rock. Once during your turn, you may change this Monster to face-down defense mode. When this card is Flip Summoned, return all of your opponent's Monsters on the Field to his or her hand. 5/1700/2400

PLAY TIP: A powerful card that was released in Japan earlier this year. Though its main effect only works when Flip Summoned, it can turn itself face-down due to its effect, which most other Monsters can't do! Restricted to two per deck in Japan.

YU-GI-UPDATE

WHAT'S HAPPENING NOW IN THE JAPANESE CARTOON

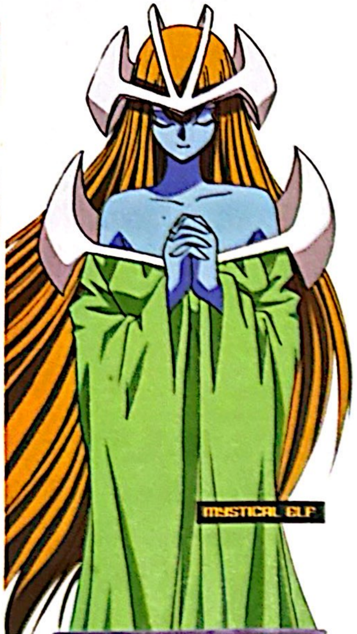
At the time of this writing, the 124th episode of the *Yu-Gi-Oh!* TV series has been shown in Japan, with more episodes to come. So, what's it about?

Battle City. It all starts when Kaiba receives a call from a mysterious woman from an Ancient Egypt exhibit at Domino Museum, with the promise of some information on extremely rare cards. Based on this enticing offer, Kaiba makes his way to the museum to meet the woman, Isis Ishtahl, where she explains more than he had bargained for. Apparently, Kaiba and Yugi were rivals in ancient Egypt, and that rivalry was detailed in two ancient tablets. Pegasus had created the Duel Monsters card game, based on the knowledge that he learned while traveling in Egypt.

That is not all. A new villain has appeared: a group of duelists called the Ghouls, who take cards from people in duels and make copies for all of their members. They are after three special cards called the God cards: The God of Obelisk, Saint Dragon—God of Osiris, and Ra—The Sun of God Dragon (read more about the God cards in the "Cards of the Gods" sidebar). If the Ghouls were to get a hold of these cards, there would be no stopping them. Isis then lends the God of Obelisk card to Kaiba to get the other two back. Shortly thereafter, Yugi also learns this truth. The bright side is that if he can attain the God cards, he may have the key to regaining his lost memories.

From this point, it's a race to see who can acquire the God cards first. Joey enters the tournament in order to keep his promise to Yugi to become a "true Duelist." Some old Duelists make their appearance (such as Joey facing off against Weevil), along with a variety of new Duelists (such as the psychic duelist, Esper Roba) and the members of the Ghouls. Then it's off to the semifinals of the Battle City tournament, where a desperate battle for the title of the undisputed King of Duelists—and perhaps even the whole world—are at stake.

Viewers will be pleased to see that they actually use the Tribute rules that players of the card game must deal with. Even though some of the rules are still different from the "real" card game, there are a number of signature cards that the main characters use (such as Yugi's Dark Magician) and even some new favorites appear (such as Joey's Panther Warrior). ■ EH



79 CANNON SOLDIER (j. Cannon Soldier)

Dark. Machine. Tribute one of your Monsters. Do 500 damage to your opponent. 4/1400/1300

PLAY TIP: Cannon Soldier is one of those cards that is used more for its incidental effect rather than the damage. It's almost entirely in decks to launch Witches of the Black Forest and Sangans at your opponent so that you can grab better Monsters from your deck.

78 EXODIA THE FORBIDDEN ONE (j. Sealed Exodia)

Dark. Spellcaster. If you have this card and [Sealed Left Arm - Right Arm - Left Leg - Right Leg] in your hand, you win the game. 3/1000/1000

PLAY TIP: Without some aggressive action on the part of your opponent, it's only a matter of time before Exodia decks win. Restricted to one of each of the parts cards per deck in Japan.

77 RESERVES

TYPE: Normal Trap

EFFECT: Activate if you have five or more Monster cards in your Graveyard. Choose up to three non-Effect Monsters, each with ATK of 1500 or less, and put them into your hand.

PLAY TIP: Though almost worthless in standard decks, various combo decks need it, including Exodia and Magnet Valkyrion Decks. Restricted to two per deck in Japan.

76 WHITE MAGICAL HAT (j. White Thief)

Light. Spellcaster. If this Monster does Battle Damage to your opponent, he or she discards one card at random from his or her hand. 4/1000/700

PLAY TIP: A rather nice card that people add to decks for the surprise factor. People use this over Robbin' Goblin, since the Hat can begin discarding cards from your opponent's hand on the turn you play it.

75 MEGAMORPH (j. Giant Growth)

TYPE: Equipment Magic

EFFECT: If your Life Points are lower than your opponent's, double this Monster's base ATK. If your Life Points are greater than your opponent's, halve this Monster's base ATK.

PLAY TIP: A massive boost in attack strength, if you can use it right. Add it to a Blue Eyes Ultimate Dragon after using the Cyber-Stein to bring it out for the cheesiest combo.

74 MAGIC DRAIN

TYPE: Counter Trap

EFFECT: Activate when your opponent plays a Magic card. Negate and destroy that Magic card, unless your opponent discards a Magic card from his or her hand.

PLAY TIP: It's not a very good Counter Trap for standard decks, but its value is immeasurable in discard decks, where it's a lose-lose situation for your opponent: either negate the Magic card, or lose a card from his or her hand.

73 NEEDLE WORM

Earth. Insect. FLIP: Discard the top five cards of your opponent's deck. 2/750/600

PLAY TIP: The king of deck destruction. With a simple Flip effect, your opponent has to discard the top five cards of his or her deck.

CARDS OF THE GODS

THESE DEITIES ARE OFF-LIMITS TO DUELISTS

In the current series of *Yu-Gi-Oh!* in Japan, the story centers on three duelists who are trying to get a hold of the God cards: Kaiba, to become the undisputed King of Duelists; Yugi, to regain his memories; and Malik, who wishes to destroy the spirit of the Pharaoh, namely Yugi. Getting all three God cards would lead to fulfilling each of their dreams.

The God cards have immense power, as demonstrated in the series. The actual cards were released as promotional cards in the Japanese edition of *Duel Monsters 4* for Game-Boy Color. However, due to the slightly different colors of their backs and lack of effect text listed on the cards, they are banned for use in standard games.

For those who wanted to try to use the cards during games, Konami of Japan released some modified effects for two of the God cards, which are as follows.

THE GOD OF OBELISK

God. Illusionary Beast. This Monster requires three Tributes to Summon (treated as a Special Summon). Tribute two Monsters -> When this Monster attacks during this turn, it attacks all of your opponent's Monsters at the same time and does 4000 points of direct damage to your opponent's Life Points. This card cannot be targeted by Magic, Trap or Monster Effects. 10/4000/4000

SAINT DRAGON - GOD OF OSIRIS

God. Illusionary Beast. This Monster requires three Tributes to Summon (treated as a Special Summon). This Monster's ATK and DEF are each equal to 1000 times the number of cards in your hand. While this card is on the Field, if your opponent Summons (or Flip Summons) a Monster with a DEF of 2000 or less, destroy that Monster. This card cannot be targeted by Magic, Trap or Monster Effects. 10/X000/X000

Since Ra and its abilities were not shown until far after the statistics for the previous two Gods were featured, Konami did not release any effects for it. However, using the above effects and the comic as a guide, we can deduce the following effects:

RA - THE SUN OF GOD DRAGON

God. Illusionary Beast. This Monster requires three Tributes to Summon (treated as a Special Summon). This Monster's ATK and DEF are each equal to the respective totals of the ATK and DEF of the Monsters Tributed to Summon it (otherwise, ATK and DEF are 0). Pay all but one of your Life Points -> Increase this Monster's ATK and DEF each by the number of Life Points you paid. Pay 1000 Life Points -> Destroy one of your opponent's Monsters on the Field. Tribute one of your Monsters -> Increase this Monster's ATK and DEF each by the respective ATK and DEF of the Tributed Monster. This card cannot be targeted by Magic, Trap or Monster Effects. 10/????/???? ■ KS

MAXIMILLION PEGASUS

72 TRAVELER'S RIDDLE

TYPE: Counter Trap

EFFECT: Activate when one of your opponent's Monsters attacks. Choose a card at random from your hand, and allow your opponent to guess what kind of card it is (Monster, Magic or Trap). If your opponent guesses wrong, return the attacking Monster to its owner's hand.

PLAY TIP: It's a two-thirds chance for avoiding an attack—plus, you can do it for EACH of your opponent's attacking Monsters!

71 BIG SHIELD GARDNA (j. Big Shield Guarder)

Earth. Warrior. If this Monster is face-down when a Magic card targets it, negate that Magic card, and this Monster changes to face-up defense mode. At the end of the Damage Step in which this Monster was attacked, it changes to attack mode. 4/1/2600

PLAY TIP: This card has the highest defense strength of Level 4 Monsters. Not only can it negate a Magic card that targets it, but it also has a high defense to stop your opponent.

70 SINISTER SERPENT (j. Killer Snake)

Water. Reptile. If this Monster is in your Graveyard during your Standby Phase, you may return it to your hand. 1/300/250

PLAY TIP: It keeps coming back! Discard it from your hand (such as with a Magic Jammer), or put it out on the Field for your opponent to attack it. Either way, you can keep getting it back when it hits your Graveyard.

69 DEATH VORSTAGALF

Earth. Dragon. When this Monster destroys another Monster and it goes to the Graveyard, do 500 damage to your opponent. Whenever a player plays a Normal or Quickplay Magic card, increase this Monster's ATK by 200 until the end of the turn. 6/2200/1700

COLLECTOR'S TIP: This card was a promo card, only available if you preordered the GameBoy Advance *Duel Monsters 6: Expert 2* game in Japan.

68 RELINQUISHED (j. Sacrifice)

Dark. Spellcaster. You may absorb one of your opponent's Monsters, gaining its ATK and DEF, which becomes an Equipment card on this Monster. This ability can be used only once per turn, and can only have one Monster absorbed at a time. 0/1/1

PLAY TIP: A unique Monster that allows you to absorb your opponent's Monsters. Bring it out at the right moment to remove your opponent's strong Monsters, and become a strong one at the same time.

67 THOUSAND-EYES RELINQUISHED (j. Thousand Eyes Sacrifice)

Dark. Spellcaster. Fusion (Sacrifice + Wicked God of a Thousand Eyes). While this card is on the Field, all other Monsters cannot attack, nor change their modes. You may absorb one of your opponent's Monsters, gaining its ATK and DEF, which becomes an Equipment card on this Monster. This ability can only be used once per turn, and can only have one Monster absorbed at a time. 0/1/1

66 TOON DARK MAGICIAN GIRL (j. Toon Black Magician Girl)

Dark. Spellcaster. Toon. This card can only be Special Summoned, and only if you have a [Toon World] on the Field. If your [Toon World] is destroyed, so is this card. If your opponent controls no Toons, this card can attack your opponent directly. Increase this Monster's ATK by 500 for each [Dark Magician] and [Magician of Black Chaos] in each player's Graveyard. 6/2000/1700

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

YU-GI-OH!: LEGEND OF BLUE-EYES WHITE DRAGON

UPPER DECK-2002

Full Set (185 cards)		300.00	350.00	400.00
Booster Pack (9 cards)		4.00	6.00	8.00
Booster Box (24 packs)		150.00	175.00	200.00
Starter Deck (50 cards)		15.00	22.00	30.00
Starter Box (10 decks)		180.00	200.00	220.00

Unlimited Edition cards' prices are 0.6x-0.8x their First Edition versions.

TRI-HORNED DRAGON

Ancient Elf	F	.25	.35	.50
Ancient Telescope	F	.25	.35	.50
Ansatsu	F	.25	.35	.50
Aqua Madoor	R	3.00	4.00	5.00
Armaill	C	.25	.35	.50
Armed Ninja	R	3.00	4.00	5.00
Armored Starfish	C	.25	.35	.50
Baron of the Fiend Sword	F	.25	.35	.50
Basic Insect	C	.25	.35	.50
Battle Ox	F	.25	.35	.50
Beast Fangs	SP	2.00	3.00	4.00
Beaver Warrior	C	.25	.35	.50
Blue-Eyes White Dragon	UR	25.00	30.00	40.00
Book of Secret Arts	SP	2.00	3.00	4.00
Card Destruction	SR	3.00	4.00	5.00
Castle Walls	F	.25	.35	.50
Celtic Guardian	SR	4.00	6.00	8.00
Change of Heart	F	.25	.35	.50
Charubin the Fire Knight	R	3.00	4.00	5.00
Claw Reacher	F	.25	.35	.50
Curse of Dragon	SR	6.00	8.00	10.00
D. Human	F	.25	.35	.50
Dark Assassin	F	.25	.35	.50
Dark Energy	SP	4.00	5.00	6.00
Dark Gray	C	.25	.35	.50
Dark Hole	SR	4.00	6.00	8.00
Dark King of the Abyss	C	.25	.35	.50
Dark Magician	UR	10.00	15.00	20.00
Dark Titan of Terror	F	.25	.35	.50
Darkfire Dragon	R	4.00	6.00	8.00
Darkworld Thorns	C	.25	.35	.50
De-Spell	F	.25	.35	.50
Destroyer Golem	F	.25	.35	.50
Dian Keto the Cure Master	F	.25	.35	.50
Dissolverock	C	.25	.35	.50
Doma the Angel of Silence	F	.25	.35	.50
Dragon Capture Jar	R	3.00	4.00	5.00
Dragon Treasure	SP	4.00	6.00	8.00
Dragon Zombie	F	.25	.35	.50
Dragoness the Wicked Knight	R	4.00	5.00	6.00
Drooling Lizard	C	.25	.35	.50
Electro-Whip	C	.25	.35	.50
Enchanting Mermaid	C	.25	.35	.50
Exodia the Forbidden One	UR	25.00	35.00	45.00
Feral Imp	F	.25	.35	.50
Fiend Reflection #2	C	.25	.35	.50
Final Flame	R	3.00	4.00	5.00
Firegrass	C	.25	.35	.50
Fireyarou	C	.25	.35	.50
Fissure	R	3.00	4.00	5.00
Flame Ghost	R	4.00	5.00	6.00
Flame Manipulator	C	.25	.35	.50
Flame Swordsman	SR	10.00	15.00	20.00
Flower Wolf	R	3.00	4.00	5.00
Follow Wind	SSP	3.00	4.00	5.00
Forest	C	.25	.35	.50
Frenzied Panda	C	.25	.35	.50
Fusionist	R	3.00	4.00	5.00
Gaia the Dragon Champion	SEC	30.00	40.00	60.00
Gaia The Fierce Knight	UR	10.00	12.00	15.00
Giant Soldier of Stone	R	3.00	4.00	5.00
Goblin's Secret Remedy	R	3.00	4.00	5.00
Gravedigger Ghoul	R	4.00	5.00	6.00
Great White	F	.25	.35	.50
Green Phantom King	C	.25	.35	.50
Gyakutenno Megami	F	.25	.35	.50
Hane-Hane	R	3.00	4.00	5.00
Hard Armor	C	.25	.35	.50
Hinotama	C	.25	.35	.50
Hinotama Soul	C	.25	.35	.50
Hitotsu-Me Giant	C	.25	.35	.50
Invigoration	F	.25	.35	.50
Judge Man	F	.25	.35	.50
Just Desserts	F	.25	.35	.50
Kagemusha of the Blue Flame	C	.25	.35	.50
Karbonala Warrior	R	3.00	4.00	5.00
King Fog	C	.25	.35	.50
Koijikocy	F	.25	.35	.50
Koumori Dragon	F	.25	.35	.50
Kumootoko	C	.25	.35	.50
Kurama	C	.25	.35	.50
La Jinn the Mystical Genie of the Lamp	F	.25	.35	.50
Larvas	C	.25	.35	.50
Laser Cannon Armor	SP	3.00	4.00	5.00
Last Will	F	.25	.35	.50
Left Arm of the Forbidden One	UR	25.00	30.00	35.00
Left Leg of the Forbidden One	UR	25.00	30.00	35.00
Legendary Sword	SP	3.00	4.00	5.00
Lesser Dragon	C	.25	.35	.50
Lord of D.	SR	3.00	4.00	5.00
M-Warrior #1	C	.25	.35	.50
M-Warrior #2	C	.25	.35	.50
Machine Conversion Factory	SP	3.00	4.00	5.00
Magical Ghost	F	.25	.35	.50
Mammoth Graveyard	C	.25	.35	.50
Man Eater	C	.25	.35	.50
Man-Eater Bug	SR	6.00	8.00	10.00
Man-Eating Treasure Chest	F	.25	.35	.50
Masaki the Legendary Swordsman	C	.25	.35	.50
Master & Expert	F	.25	.35	.50
Meda Bat	C	.25	.35	.50
Metal Dragon	R	4.00	6.00	8.00
Misairuzame	C	.25	.35	.50
Monster Egg	C	.25	.35	.50
Monster Reborn	UR	8.00	10.00	15.00
Mountain	C	.25	.35	.50
Mysterious Puppeteer	F	.25	.35	.50
Mystic Clown	F	.25	.35	.50
Mystic Horseman	F	.25	.35	.50
Mystical Elf	SR	4.00	6.00	8.00
Mystical Moon	SP	3.00	4.00	5.00
Mystical Sheep #2	C	.25	.35	.50
Nemuriko	C	.25	.35	.50
Neo the Magic Swordsman	F	.25	.35	.50
Ogre of the Black Shadow	F	.25	.35	.50
One-Eyed Shield Dragon	C	.25	.35	.50
Ookazi	F	.25	.35	.50
Pale Beast	F	.25	.35	.50
Petit Angel	C	.25	.35	.50
Petit Dragon	C	.25	.35	.50
Polymerization	SR	25.00	30.00	35.00
Pot of Greed	R	5.00	7.00	9.00
Power of Kaishin	SP	3.00	4.00	5.00
Raigeki	SR	12.00	18.00	25.00
Raise Body Heat	SSP	2.00	3.00	4.00
Ray & Temperature	C	.25	.35	.50
Reaper of the Cards	R	6.00	8.00	10.00
Red Medicine	C	.25	.35	.50
Red-Eyes B. Dragon	UR	40.00	45.00	50.00
Reinforcements	F	.25	.35	.50
Remove Trap	C	.25	.35	.50
Reverse Trap	F	.25	.35	.50
Right Arm of the Forbidden One	UR	25.00	30.00	35.00
Right Leg of the Forbidden One	UR	25.00	30.00	35.00
Rogue Doll	F	.25	.35	.50
Root Water	C	.25	.35	.50
Rude Kaiser	F	.25	.35	.50
Ryu-Kishin	F	.25	.35	.50
Ryu-Kishin Powered	F	.25	.35	.50
Sand Stone	C	.25	.35	.50
Silver Bow and Arrow	SP	3.00	4.00	5.00
Silver Fang	C	.25	.35	.50
Skull Red Bird	C	.25	.35	.50
Skull Servant	C	.25	.35	.50
Sogen	C	.25	.35	.50
Sorcerer of the Doomed	F	.25	.35	.50
Soul Exchange	SR	4.00	5.00	6.00
Sparks	C	.25	.35	.50
Spike Seadra	C	.25	.35	.50
Spirit of the Harp	R	3.00	4.00	5.00
Steel Ogre Grotto #1	C	.25	.35	.50
Stop Defense	R	4.00	6.00	8.00
Succubus Knight	C	.25	.35	.50
Summoned Skull	F	.25	.35	.50
Sword of Dark Destruction	F	.25	.35	.50
Swords of Revealing Light	SR	15.00	20.00	25.00
Swordstalker	F	.25	.35	.50
Terra the Terrible	C	.25	.35	.50
The 13th Grave	C	.25	.35	.50
The Flute of Summoning Dragon	SR	3.00	4.00	5.00
The Furious Sea King	C	.25	.35	.50
The Inexperienced Spy	F	.25	.35	.50
The Stern Mystic	F	.25	.35	.50
The Wicked Worm Beast	F	.25	.35	.50
Trap Hole	SR	4.00	6.00	8.00
Trap Master	F	.25	.35	.50
Tri-Horned Dragon	SEC	15.00	20.00	25.00
Trial of Hell	C	.25	.35	.50
Tripwire Beast	C	.25	.35	.50
Turtle Tiger	C	.25	.35	.50
Two-Mouth Darkruler	C	.25	.35	.50
Two-Pronged Attack	R	2.00	3.00	4.00
Tyhone	C	.25	.35	.50
Ultimate Offering	F	.25	.35	.50
Umi	C	.25	.35	.50
Unknown Warrior of Fiend	F	.25	.35	.50
Uraby	C	.25	.35	.50
Vile Germs	SP	2.00	3.00	4.00
Violet Crystal	SP	4.00	5.00	6.00
Waboku	F	.25	.35	.50
Wall of Illusion	F	.25	.35	.50
Wasteland	C	.25	.35	.50
Winged Dragon, Guardian of the Fortress #1	F	.25	.35	.50
Witty Phantom	C	.25	.35	.50
Yami	C	.25	.35	.50

YU-GI-OH!: METAL RAIDERS

UPPER DECK-2002

Full Set (144 cards)		200.00	250.00	300.00
Booster Pack (9 cards)		4.00	6.00	8.00
Booster Box (24 packs)		60.00	80.00	100.00
Starter Deck (50 cards)		15.00	18.00	20.00
Starter Box (10 decks)		100.00	120.00	150.00

Unlimited Edition cards' prices are 0.6x-0.8x their First Edition versions.

7 Colored Fish	C	.25	.35	.50
Ancient Brain	C	.25	.35	.50
Ancient Elf	C	1.00	2.00	3.00
Ancient Lizard Warrior	C	.25	.35	.50
Armored Lizard	C	.25	.35	.50
Armored Zombie	C	.25	.35	.50
B. Skull Dragon	UR	15.00	25.00	35.00
Baby Dragon	SP	8.00	10.00	12.00
Barrel Dragon	UR	15.00	18.00	22.00
Battle Steer	C	.25	.35	.50
Bickuribox	C	3.00	4.00	5.00
Big Eye	C	.25	.35	.50
Blackland Fire Dragon	C	1.00	2.00	3.00
Bladefly	R	3.00	4.00	5.00
Blast Juggler	C	.25	.35	.50
Block Attack	C	.25	.35	.50
Blue-Winged Crown	C	.25	.35	.50
Bottom Dweller	C	.25	.35	.50
Cannon Soldier	R	3.00	4.00	5.00
Castle of Dark Illusions	C	.25	.35	.50
Catapult Turtle	SR	4.00	6.00	8.00
Change of Heart	UR	6.00	8.00	10.00
Cocoon of Evolution	SSP	3.00	4.00	5.00
Crass Clown	SP	2.00	3.00	4.00
Crawling Dragon	C	.25	.35	.50
Cyber Saurus	C	.25	.35	.50
Dark Elf	R	3.00	4.00	5.00
Deepsea Shark	C	.25	.35	.50
Destroyer Golem	C	.25	.35	.50
Disk Magician	C	.25	.35	.50
Doma The Angel of Silence	C	.25	.35	.50
Dragon Piper	C	.25	.35	.50
Dream Clown	SP	2.00	3.00	4.00
Electric Lizard	C	.25	.35	.50
Elegant Egotist	R	4.00	5.00	6.00
Empress Judge	C	1.00	2.00	3.00
Fake Trap	R	3.00	4.00	5.00
Feral Imp	SP	1.00	2.00	3.00
Flame Cerebrus	C	.25	.35	.50
Garnecia Elefantis	SR	4.00	6.00	8.00
Gate Guardian	SEC	20.00	30.00	40.00
Gazelle the King of Mythical Beasts	SSP	1.50	2.50	3.50
Germ Infection	C	.25	.35	.50
Giga-Tech Wolf	C	.25	.35	.50
Gilta the D. Knight	C	.25	.35	.50
Great Moth	R	4.00	5.00	6.00
Ground Attacker Bugroth	C	.25	.35	.50
Guardian of the Labyrinth	C	.25	.35	.50
Harpie Lady	C	4.00	6.00	8.00
Harpie Lady Sisters	SR	6.00	8.00	10.00
Heavy Storm	SR	6.00	8.00	10.00
Hibikime	C	.25	.35	.50
Horn of Heaven	UR	8.00	10.00	12.00

PRESENTED BY
WIZARD
DRAGON BALL Z

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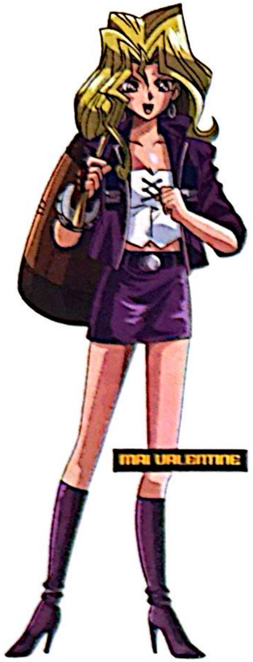


65 MAHA VAILO (j. Mahar Vairo)

Light. Spellcaster. Increase this Monster's ATK by 500 for each Equipment card equipped on it. 4/1550/1400

PLAY TIP: If you like Equipment cards, this Monster will definitely entice you. No matter what the Equipment card, it will get a 500-point bonus. Try attaching some high-bonus cards and see what happens!

64 MORPHING JAR (j. Metamol Pot)

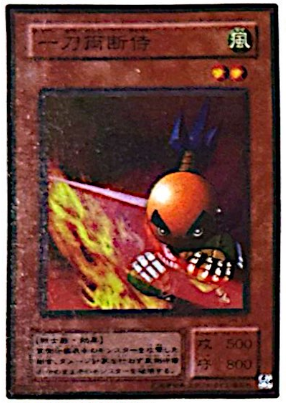
Earth. Rock. FLIP: Each player discards his or her hand, then draws five cards. 2/700/900

PLAY TIP: An element in most discard decks, use it strategically when your opponent has lots of cards in-hand. Partner it with Card Destruction to discard LOTS of cards from your opponent's deck. Restricted to one per deck in Japan.

62 CYBER-STEIN (j. Devil Franken)

Dark. Machine. Pay 5000 Life Points. Special Summon one Monster from your Fusion deck. 2/700/500

PLAY TIP: The most brainless, obnoxious and terribly cheesy card in the game. Play a Monster from your Fusion deck, namely Blue Eyes Ultimate Dragon (can't do Master of Dragon Knight or Five God Dragon, since they can only be Fusion Summoned).



61 SEVERING SAMURAI

Air. Warrior. If this Monster attacks a face-down Monster, ignore the Damage Step and destroy the Monster while it is face-down. 4/500/800

PLAY TIP: Essentially, the effect destroys a face-down Monster when this one attacks it—no matter what the difference in defense strength is—and prevents the Flip Effects of those Monsters from going off!

60 TYRANT DRAGON

Fire. Dragon. If your opponent has any Monsters on the Field, this Monster can attack twice during your Battle Phase. Negates and destroys Trap cards that target this Monster. If you Special Summon this Monster from your Graveyard, you must Tribute one Dragon-Type Monster on the Field. 8/2900/1500

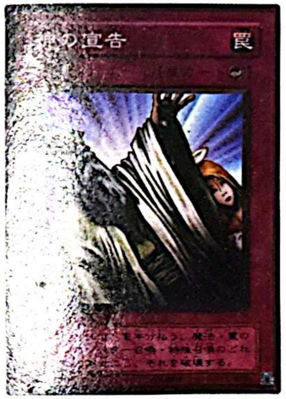
PLAY TIP: One of the most powerful and usable Dragons in the game, this card allows you to clear at least two Monsters away per turn.

63 AVATAR OF APOPHIS

TYPE: Permanent Trap

EFFECT: This card can only be activated during a Main Phase. After activated, this card becomes a Monster card (Earth/Reptile/4/1600/1800) and is Special Summoned to your Monster Zone. (It still counts as a Trap card.)

PLAY TIP: This unique card, even though it's a Trap, can become a Monster. Using these guys allows you to rack up some impressive Tributes for bigger Monsters early on in the game.



59 SOLEMN JUDGEMENT (j. Declaration of God)

TYPE: Counter Trap

EFFECT: Pay half of your Life Points. Negate and destroy a Monster Summon, Magic or Trap activation.

PLAY TIP: The ultimate catch-all card. This can negate Magic, Traps and even Monster summons. The problem is the Life Point cost. Late in the game, the payment is minor, as your Life Points will already be low.

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

Hoshiningen	R	2.00	3.00	4.00
Hunter Spider	C	.25	.35	.50
Hyosube	C	.25	.35	.50
Illusionist Faceless Mage	C	.25	.35	.50
Insect Soldiers of the Sky	C	.25	.35	.50
Jellyfish	C	.25	.35	.50
Jinzo #7	SP	1.00	2.00	3.00
Jirai Gumo	C	3.00	4.00	5.00
Kaminari Attack	C	.25	.35	.50
Kazejin	SR	12.00	15.00	18.00
Killer Needle	C	.25	.35	.50
King of Yamimakai	C	.25	.35	.50
Kojikocy	C	.25	.35	.50
Kuriboh	SR	4.00	6.00	8.00
Labyrinth Tank	C	4.00	5.00	6.00
Lady of Faith	C	.25	.35	.50
Larvae Moth	C	.25	.35	.50
Launcher Spider	C	3.00	4.00	5.00
Lava Battleguard	C	.25	.35	.50
Leghul	SP	1.00	2.00	3.00
Leogun	C	.25	.35	.50
Little Chimera	R	2.00	3.00	4.00
Magic Jammer	UR	10.00	15.00	20.00
Magician of Faith	R	4.00	6.00	8.00
Mask of Darkness	R	3.00	4.00	5.00
Masked Sorcerer	R	2.00	3.00	4.00
Mega Thunderball	C	.25	.35	.50
Milus Radiant	R	2.00	3.00	4.00
Mirror Force	UR	15.00	18.00	22.00
Morinphen	C	.25	.35	.50
Muka Muka	R	3.00	4.00	5.00
Mushroom Man #2	C	.25	.35	.50
Musician King	C	.25	.35	.50
Mystic Horseman	C	.25	.35	.50
Mystic Lamp	SP	2.00	3.00	4.00
Niwatori	C	.25	.35	.50
Ocubeam	C	.25	.35	.50
Ooguchi	SP	4.00	5.00	6.00
Pale Beast	C	.25	.35	.50
Paralyzing Potion	C	.25	.35	.50
Petit Moth	C	.25	.35	.50
Prevent Rat	C	.25	.35	.50
Princess of Tsurugi	R	3.00	4.00	5.00
Protector of the Throne	C	.25	.35	.50
Pumpking the King of Ghosts	C	.25	.35	.50
Punished Eagle	C	1.00	2.00	3.00
Queen's Double	SP	1.00	2.00	3.00
Rabid Horseman	C	3.00	4.00	5.00
Rainbow Flower	SP	4.00	5.00	6.00
Ring of Magnetism	C	.25	.35	.50
Roaring Ocean Snake	C	.25	.35	.50
Robbin' Goblin	R	3.00	4.00	5.00
Rock Ogre Grotto #1	C	.25	.35	.50
Ryu-Kishin Powered	C	.25	.35	.50
Saggi the Dark Clown	C	.25	.35	.50
Sanga of the Thunder	SR	10.00	13.00	16.00
Sangan	R	4.00	5.00	6.00
Seven Tools of the Bandit	UR	10.00	12.00	15.00
Shadow Ghoul	R	4.00	5.00	6.00
Share the Pain	C	.25	.35	.50
Shield & Sword	R	4.00	6.00	8.00
Skull Knight	C	4.00	6.00	8.00
Solemn Judgment	UR	8.00	10.00	12.00
Soul Release	C	.25	.35	.50
Star Boy	R	2.00	3.00	4.00
Steel Scorpion	C	.25	.35	.50
Stim-Pack	SP	2.00	3.00	4.00
Suijin	SR	10.00	15.00	20.00
Summoned Skull	UR	10.00	12.00	15.00
Swamp Battleguard	C	.25	.35	.50
Sword of Deep-Seated	C	2.00	3.00	4.00
Tainted Wisdom	C	.25	.35	.50
The Bistro Butcher	C	.25	.35	.50
The Cheerful Coffin	C	.25	.35	.50
The Immortal of Thunder	C	.25	.35	.50
The Little Swordsman of Aile	C	.25	.35	.50
The Unhappy Maiden	SP	1.00	2.00	3.00
Thousand Dragon	SEC	15.00	18.00	22.00
Thunder Dragon	SP	4.00	5.00	6.00
Time Wizard	UR	15.00	20.00	25.00
Tongyo	C	.25	.35	.50
Tremendous Fire	C	.25	.35	.50
Trent	C	.25	.35	.50
Tribute to The Doomed	SR	4.00	6.00	8.00
Twin-Headed Thunder Dragon	SR	6.00	8.00	10.00
Water Omotics	C	.25	.35	.50
White Magical Hat	R	3.00	4.00	5.00
Winged Dragon, Guardian of the Fortress #1	C	.25	.35	.50
Witch of the Black Forest	R	3.00	4.00	5.00
Witch's Apprentice	R	2.00	3.00	4.00
Yado Karu	C	.25	.35	.50

YU-GI-OH!: MAGIC RULER

UPPER DECK-2002

Full Set (104 cards)	400.00	500.00	600.00
Booster Pack (9 cards)	3.00	4.00	5.00
Booster Box (24 packs)	60.00	80.00	100.00

Starter Deck (50 cards)	10.00	12.00	15.00
Starter Box (10 decks)	80.00	100.00	120.00

Amelia	R	3.00	4.00	5.00
Ancient One of the Deep Forest	C	.25	.35	.50
Axe of Despair	UR	15.00	20.00	25.00
Banisher of the Light	SR	10.00	12.00	15.00
Black Illusion Ritual	SR	10.00	12.00	15.00
Black Pendant	SR	10.00	12.00	15.00
Blue-Eyes Toon Dragon	SEC	40.00	50.00	60.00
Bear Soldier	C	.25	.35	.50
Ceremonial Bell	C	.25	.35	.50
Chain Energy	C	.25	.35	.50
Chorus of Sanctuary	C	.25	.35	.50
Commencement Dance	C	.25	.35	.50
Confiscation	SR	8.00	10.00	12.00
Crab Turtle	C	.25	.35	.50
Curse of Fiend	SP	1.00	2.00	3.00
Cyber Jar	R	4.00	6.00	8.00
Dark Witch	C	.25	.35	.50
Dark Zebra	C	.25	.35	.50
Darkness Approaches	SSP	2.00	3.00	4.00
Delinquent Duo	UR	10.00	15.00	20.00
Eatgaboon	C	.25	.35	.50
Electric Snake	C	.25	.35	.50
Eternal Rest	SSP	2.00	3.00	4.00
Fairy's Hand Mirror	SP	1.00	2.00	3.00
Final Destiny	C	.25	.35	.50
Fire Kraken	C	.25	.35	.50
Flash Assassin	C	.25	.35	.50
Flying Kamakiri #1	R	3.00	4.00	5.00
Gaia Power	SP	1.00	2.00	3.00
Giant Germ	R	3.00	4.00	5.00
Giant Rat	R	3.00	4.00	5.00
Giant Trunade	SR	10.00	12.00	15.00
Giant Turtle Who Feeds on Flames	C	.25	.35	.50
Gravekeeper's Servant	SP	1.00	2.00	3.00
Griggle	C	.25	.35	.50
Guardian of the Throne Room	C	.25	.35	.50
Hamburger Recipe	C	.25	.35	.50
High Tide Gyojin	C	.25	.35	.50
Hiro's Shadow Scout	R	3.00	4.00	5.00
Horn of Light	C	.25	.35	.50
Horn of the Unicorn	R	4.00	6.00	8.00
House of Adhesive Tape	C	.25	.35	.50
Hungry Burger	C	.25	.35	.50
Hyozanryu	R	8.00	10.00	12.00
Invader of the Throne	SR	10.00	12.00	15.00
Jigen Bakudan	SSP	2.00	3.00	4.00
Karate Man	R	5.00	7.00	9.00
Kotodama	C	.25	.35	.50
Labyrinth Wall	C	.25	.35	.50
Liquid Beast	C	.25	.35	.50
Luminous Spark	SP	1.00	2.00	3.00
Magical Labyrinth	C	.25	.35	.50
Maha Vailo	SR	10.00	12.00	15.00
Malevolent Nuzzler	C	.25	.35	.50
Manga Ryu-Ran	R	3.00	4.00	5.00
Mechanical Snail	C	.25	.35	.50
Megamorph	UR	20.00	30.00	40.00
Messenger of Peace	SR	10.00	12.00	15.00
Metal Fish	C	.25	.35	.50
Minar	C	.25	.35	.50
Molten Destruction	SP	1.00	2.00	3.00
Mother Grizzly	R	3.00	4.00	5.00
Mystic Plasma Zone	SP	1.00	2.00	3.00
Mystic Tomato	R	3.00	4.00	5.00
Mystical Space Typhoon	UR	10.00	12.00	15.00
Nimble Momonga	R	3.00	4.00	5.00
Octoberser	C	.25	.35	.50
Painful Choice	SR	10.00	12.00	15.00
Peacock	C	.25	.35	.50
Penguin Knight	C	.25	.35	.50
Performance of Sword	C	.25	.35	.50
Psychic Kappa	C	.25	.35	.50
Queen Bird	C	.25	.35	.50
Red Archery Girl	C	.25	.35	.50
Relinquished	UR	20.00	30.00	40.00
Rising Air Current	SP	1.00	2.00	3.00
Rush Recklessly	R	3.00	4.00	5.00
Ryu-Ran	C	.25	.35	.50
Senju of the Thousand Hands	R	3.00	4.00	5.00
Serpent Night Dragon	SEC	40.00	60.00	80.00
Shining Angel	R	3.00	4.00	5.00
Slot Machine	SSP	2.00	3.00	4.00
Snake Fang	C	.25	.35	.50
Snatch Steal	UR	10.00	15.00	20.00
Sonic Bird	C	.25	.35	.50
Spear Cretin	C	.25	.35	.50
Spellbinding Circle	UR	20.00	30.00	40.00
Stone Ogre Grotto	C	.25	.35	.50
Tailor of the Fickle	SP	1.00	2.00	3.00
The Forceful Sentry	UR	20.00	30.00	40.00
The Reliable Guardian	C	.25	.35	.50
Toll	SSP	2.00	3.00	4.00
Toon Mermaid	UR	20.00	30.00	40.00
Toon Summoned Skull	UR	20.00	30.00	40.00
Toon World	SR	20.00	30.00	40.00
Turtle Oath	C	.25	.35	.50
Twin Long Rods #2	C	.25	.35	.50
Tyhone #2	C	.25	.35	.50
UFO Turtle	R	3.00	4.00	5.00
Umiruka	SP	1.00	2.00	3.00
Upstart Goblin	C	.25	.35	.50
Wall Shadow	C	.25	.35	.50
Weather Report	C	.25	.35	.50
Whiptail Crow	C	.25	.35	.50

YU-GI-OH!: DUELIST KING PROMOS

UPPER DECK-2000

Full Set (30 cards)	400.00	500.00	600.00
Booster Pack (3 cards)	15.00	20.00	25.00

Axe Raider	SR	40.00	50.00	60.00
Bean Soldier	C	4.00	6.00	8.00
Beastking of the Swamps	R	20.00	30.00	40.00
Blue Medicine	R	10.00	14.00	18.00
Burning Spear	R	15.00	20.00	25.00
Cockroach Knight	C	4.00	6.00	8.00
Corroding Shark	C	4.00	6.00	8.00
Cyber Soldier of Darkworld	C	4.00	5.00	6.00
Elf's Light	R	15.00	20.00	25.00
Giant Flea	C	4.00	5.00	6.00
Goddess with the Third Eye	R	15.00	20.00	25.00
Gust Fan	R	15.00	18.00	20.00
Hercules Beetle	C	4.00	5.00	6.00
Kuwagata Alpha	C	4.00	6.00	8.00
Kwagar Hercules	SR	40.00	50.00	60.00
Mechanicalchaser	UR	150.00	225.00	300.00
Oscillo Hero	C	4.00	6.00	8.00
Oscillo Hero #2	C	4.00	6.00	8.00
Patrol Robo	SR	30.00	45.00	60.00
Raimei	R	10.00	15.00	20.00
Shining Friendship	C	4.00	6.00	8.00
Steel Shell	R	10.00	12.00	15.00
The Judgement Hand	C	4.00	5.00	6.00
The Statue of Easter Island	C	4.00	5.00	6.00
Tiger Axe	R	15.00	20.00	25.00
Versago the Destroyer	R	25.00	30.00	35.00
White Hole	SR	40.00	50.00	60.00
Winged Dragon, Guardian of the Fortress #2	C	4.00	5.00	6.00
Wodan the Resident of the Forest	C	4.00	5.00	6.00
Wow Warrior	C	4.00	5.00	6.00

YU-GI-OH!: ASSORTED PROMOS

UPPER DECK-2002

Acid Trap Hole (DDS-005)	PR	6.00	8.00	10.00
Blue-Eyes White Dragon (DDS-001)	PR	15.00	20.00	25.00
Dark Magician (DDS-002)	PR	10.00	15.00	20.00
Exodia the Forbidden One (DDS-003)	PR	30.00	40.00	50.00
Salamandra (DDS-006)	PR	8.00	10.00	12.00
Seiyaryu (DDS-004)	PR	10.00	12.00	15.00
Summoned Skull (Sample)	PR	6.00	8.00	10.00

YU-GI-OH! (JAPANESE): MAGIC RULER

KONAMI-2000

Full Set (50 cards)	80.00	100.00	120.00
Booster Pack (5 cards)	2.00	3.00	4.00
Booster Box (30 packs)	40.00	50.00	60.00

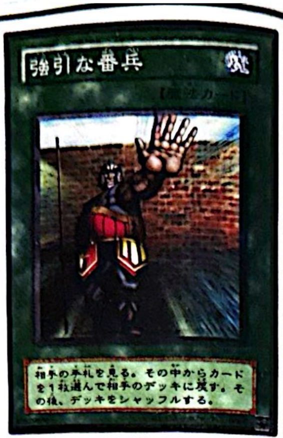
Amoeba	C	.25	.35	.50
Angelic Mirror	C	.25	.35	.50

JOEY WHEELER

58 DARK MAGICIAN GIRL (j. Black Magician Girl)

Dark. Spellcaster. Increase this Monster's ATK by 300 for each [Dark Magician] and [Magician of Black Chaos] in each player's Graveyard. 6/2000/1700

PLAY TIP: An insanely popular card in Japan, this apprentice to the Dark Magician powers up while there are Dark Magician cards in either Graveyard. She is a key card in many Dark Magician-based decks.


強引な番兵
相手の手札を見る。その中からカードを1枚選んで相手のデッキに戻す。その後、デッキをシャッフルする。

57 FORCEFUL SENTRY (j. Steadfast Guard)

TYPE: Normal Magic

EFFECT: Look at your opponent's hand. Choose one card there and shuffle it into your opponent's deck.

PLAY TIP: Even though it only shuffles a card back into your opponent's deck, the overall effect must not be overlooked; reducing your opponent's hand thus reduces his or her options. Restricted to one per deck in Japan.

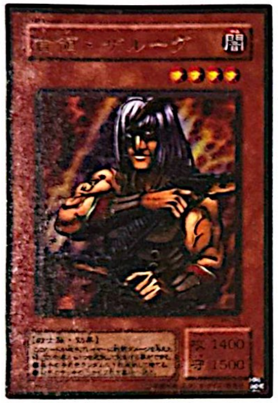
いたずら好きな双子悪魔
1000ポイントのライフを払う。相手の手札からカードをランダムに1枚捨て、さらにもう1枚選択して捨てる。

55 DELINQUENT DUO (j. Mischievous Demon Twins)

TYPE: Normal Magic

EFFECT: Pay 1000 Life Points. Discard one card at random from your opponent's hand. Then, your opponent chooses and discards one card from his or her hand.

PLAY TIP: An ultimate removal cards. For a measly cost of 1000 Life Points, you can lower your opponent's hand by two cards. Restricted to one per deck in Japan.

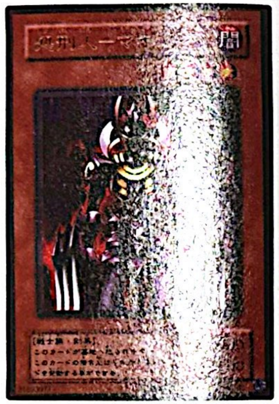


54 DON ZARUUG

Dark. Warrior. If this Monster does Battle Damage to your opponent, choose one of the following effects to activate:

- Your opponent discards one card at random from his or her hand.
- Your opponent discards the top two cards of his or her deck. 4/1400/1500

PLAY TIP: The souped-up White Magical Hat makes its appearance. Its stats are better than the Hat's, and your opponent loses two cards even if he/she has none in hand.



53 MAKYURA THE EXECUTIONER

Dark. Warrior. During a turn in which this Monster goes to the Graveyard, this card's owner may activate Trap cards from his or her hand. 4/1600/1200

PLAY TIP: No matter how it gets into the Graveyard, its owner can use Trap cards from his or her hand. Mirror Force, Magic Jammer, and more. Restricted to one per deck in Japan.

押収
【魔法カード】
1000ポイントのライフを払う。相手の手札を見て、その中からカードを1枚選んで墓地に捨てる。

56 CONFISCATION (j. Confiscate)

TYPE: Normal Magic

EFFECT: Pay 1000 Life Points. Look at your opponent's hand. Choose one card there and discard it.

PLAY TIP: Looking at your opponent's hand to discard a card is cruel. It's incredibly handy during the earlier turns of the game. Restricted to one per deck in Japan.

52 COMMAND KNIGHT

Fire. Warrior. If you have any other Monsters on the Field, this Monster can't be attacked. While this card is face-up on the Field, increase the ATK of all your Warrior-Type Monsters by 400. 4/1200/1900

PLAY TIP: Even though this card raises the ATK of your Warriors, its real use is its other ability. Get two of these on the Field, and your opponent can't attack either of them!

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

Apocalypse	C	.25	.35	.50
Change!	C	.25	.35	.50
Confiscate	R	2.00	2.50	3.00
Curse of Pentagram	P	15.00	20.00	25.00
Curse of Pentagram	UR	8.00	10.00	12.00
Cyclone	C	.25	.35	.50
Deep Forest Elder	C	.25	.35	.50
Demon's Axe	SR	12.00	15.00	18.00
Demon's Kiss	C	1.00	1.50	2.00
Demonic Scout	SR	8.00	10.00	12.00
Devilish Tricksters	C	.50	.75	1.00
Electric Snake	C	.25	.35	.50
Evie	C	.25	.35	.50
Evil Ritual	C	.25	.35	.50
Fire Eating Turtle	C	.25	.35	.50
Fire Kraken	C	.25	.35	.50
Forceful Gate Guardian	SR	4.00	5.00	6.00
Goblin Profiteer	C	.50	.75	1.00
Graveyard Keeper's Familiar	C	.25	.35	.50
Guri-Guru	C	.25	.35	.50
High Tide Merman	C	.25	.35	.50
Highway Toll	R	2.00	2.50	3.00
Horn of Light	C	.25	.35	.50
Hurricane	C	.25	.35	.50
Magical Shackles	C	.25	.35	.50
Maha Vairo	C	.25	.35	.50
Mechanical Snail	C	.25	.35	.50
Mermaid Archer	C	.25	.35	.50
Metal Fish	C	.25	.35	.50
Peacock	C	.25	.35	.50
Penguin Knight	C	.50	.75	1.00
Pillage	C	.25	.35	.50
Poisonous Fang	C	.25	.35	.50
Queen Bird	C	.25	.35	.50
Red Dragon	C	.50	.75	1.00
Royal Guard	C	.25	.35	.50
Sacrifice	UR	5.00	7.00	9.00
Slot Machine AM-7	P	15.00	20.00	25.00
Slot Machine AM-7	UR	6.00	8.00	10.00
Trustworthy Guardian	C	.25	.35	.50
Twilight	R	2.00	2.50	3.00
Usurper	SR	8.00	10.00	12.00
Valkyrie	C	.25	.35	.50
Voice of Sanctuary	C	1.00	1.50	2.00
Weather Report	C	.25	.35	.50
Whimsical Tailor	C	.25	.35	.50
Whiptail Gargoyle	C	.25	.35	.50
Wicked Beast	C	.25	.35	.50

YU-GI-OH! (JAPANESE): PHARAOH'S SERVANT

KONAMI-2000

Full Set (56 cards)		150.00	200.00	250.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		40.00	50.00	60.00
Baby Dragon in Shell	C	1.00	1.50	2.00
Banisher of Light	R	3.00	4.00	5.00
Blue-Eyes Toon Dragon	P	20.00	25.00	30.00
Blue-Eyes Toon Dragon	SEC	15.00	20.00	25.00
Bear Warrior	C	.25	.35	.50
Burning Blood	C	.25	.35	.50
Ceremonial Bell	C	.25	.35	.50
Creature of Shadow	C	.25	.35	.50
Cyber Pod	C	.25	.35	.50
Dance of Summoning	C	.25	.35	.50
Dancing Soldier	C	.50	.75	1.00
Dark Familiar	C	.25	.35	.50
Dark Zebra	C	.25	.35	.50
Dark Zone	C	.25	.35	.50
Desert Storm	C	.25	.35	.50
Diamond Dragon	P	5.00	7.00	9.00
Diamond Dragon	UR	4.00	6.00	8.00
Dragonfly	C	.25	.35	.50
Giant Growth	R	3.00	4.00	5.00
Giant Virus	R	3.00	4.00	5.00
Hamburger Recipe	C	.25	.35	.50
Horn of the Unicorn	SR	4.00	5.00	6.00
House of Sticky Floors	C	.25	.35	.50
Huge Mouse	C	.25	.35	.50
Hungry Burger	C	.50	.75	1.00
Kappa the Psychic	C	.25	.35	.50
Karate Man	C	.50	.75	1.00
Killer Tomato	C	.50	.75	1.00
Labyrinth Wall	SC	6.00	8.00	10.00
Messenger of Peace	SR	4.00	5.00	6.00
Mother Grizzly	C	.25	.35	.50
Mousetrap	C	.25	.35	.50
Nimble Flying Squirrel	R	3.00	4.00	5.00
Oath of Turtle	C	.25	.35	.50
Octopus Warrior	C	.25	.35	.50
Peaceful Death	R	3.00	4.00	5.00
Power of Gaia	C	.25	.35	.50
Senju God	SR	4.00	5.00	6.00
Shifting Labyrinth	C	.25	.35	.50
Shining Angel	C	.50	.75	1.00
Shining Spark	C	.25	.35	.50
Sonic Bird	C	.25	.35	.50
Spirit Word	C	.50	.75	1.00
Stone Giant	C	.25	.35	.50

Swift Assassin	C	.25	.35	.50
Time Bomber	R	2.00	2.50	3.00
Toon–Baby Dragon in Shell	C	1.00	1.50	2.00
Toon–Demon	P	5.00	7.00	9.00
Toon–Demon	UR	6.00	8.00	10.00
Toon Mermaid	SR	5.00	7.00	9.00
Toon World	P	10.00	12.00	15.00
Toon World	UR	12.00	15.00	18.00
Turtle Crab	C	.25	.35	.50
Twin Tails	C	.25	.35	.50
UFO Turtle	C	.50	.75	1.00
Waterworld	C	.25	.35	.50

YU-GI-OH! (JAPANESE): CURSE OF ANUBIS

KONAMI-2000

Full Set (56 cards)		150.00	200.00	250.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		40.00	50.00	60.00
Angelic Nurse	C	1.00	1.50	2.00
Apostle of Extermination	R	4.00	5.00	6.00
Apostle of Obliteration	R	4.00	6.00	8.00
Bastard Blade	P	15.00	20.00	25.00
Bastard Blade	UR	8.00	10.00	12.00
Big Bang Dragon	C	1.00	1.50	2.00
Bird Man	C	.50	.75	1.00
Burning Soldier	C	.25	.35	.50
Call of Living Dead	SC	6.00	8.00	10.00
Chain Destruction	P	12.00	15.00	18.00
Chain Destruction	UR	6.00	8.00	10.00
Chaos Pod	C	.25	.35	.50
Clan Rule	C	.25	.35	.50
Cyber Falcon	C	.25	.35	.50
Desert Twister	C	.25	.35	.50
Early Burial	R	8.00	10.00	12.00
Earth Moving	C	.25	.35	.50
Eye of Truth	C	.25	.35	.50
Fair and Square	C	.25	.35	.50
Fire Shield Warrior	C	.25	.35	.50
Firesword Master	C	.25	.35	.50
Flying Mantis	C	.25	.35	.50
Forbid	R	4.00	5.00	6.00
Forced Withdrawal	C	.25	.35	.50
Gene Enhancement Surgery	C	.25	.35	.50
Gido–Three-Headed Creature	C	.25	.35	.50
Glass Armor	C	.25	.35	.50
Graverobber	C	.50	.75	1.00
Gust of Wind	C	.25	.35	.50
Holy Elf's Blessing	C	.50	.75	1.00
Holy Javelin	C	.25	.35	.50
Holy Light	C	.25	.35	.50
Inspection	C	.25	.35	.50
Iron Golem	C	.25	.35	.50
Magical Slate	C	.25	.35	.50
Magical Top Hat	SR	6.00	8.00	10.00
Metal Detector	C	.25	.35	.50
Mind Parasite	C	.25	.35	.50
Mister Volcano	C	.25	.35	.50
Parasite	P	4.00	6.00	8.00
Parasite	UR	8.00	10.00	12.00
Peace Talks	C	.25	.35	.50
Psyche Shocker–Android	P	10.00	12.00	15.00
Psyche Shocker–Android	SEC	8.00	10.00	12.00
Reinforcing Troops	C	.25	.35	.50
Riot	C	.25	.35	.50
Royal Decree	SR	10.00	12.00	15.00
Sail Away	C	.25	.35	.50
Savage Blizzard	C	.25	.35	.50
Seven Card	C	.25	.35	.50
Shallow Grave	R	3.00	4.00	5.00
Silver Mirror Wall	SR	4.00	5.00	6.00
Soloman's Book of Law	R	2.00	2.50	3.00
Sword of Sealing	SR	6.00	8.00	10.00
Time Spell	C	.25	.35	.50
World Suppression	C	.25	.35	.50

YU-GI-OH! (JAPANESE): THOUSAND-EYES BIBLE

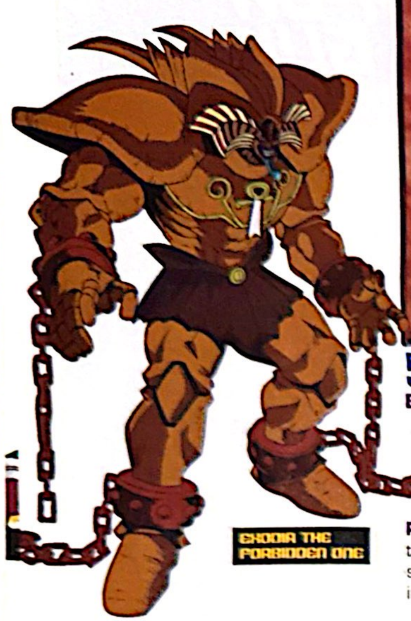
KONAMI-2000

Full Set (54 cards)		100.00	150.00	200.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		40.00	50.00	60.00
Ant Lion Trap	C	.25	.35	.50
Big Viper Fighter Jet	C	.25	.35	.50
Bug Bomb	C	.25	.35	.50
Burning Ground	C	.25	.35	.50
Burrowing Insect	C	.25	.35	.50
Charging Saber-Horned Rhino	C	.25	.35	.50
Close Combat	R	2.00	2.50	3.00
Cold Wave	C	.25	.35	.50
Cursed Red Shoes	C	.25	.35	.50
Cyclopean White Tiger	C	.25	.35	.50
Dark Bat	C	.25	.35	.50
Death Companion	R	4.00	5.00	6.00
Death Hamster	C	.25	.35	.50
Deathstar Ladybug	C	.25	.35	.50
Evil God of a Thousand Eyes	SEC	10.00	12.00	15.00
Evil Spirit Gathering	C	.25	.35	.50
Falcon Knight	C	.25	.35	.50
Gamble	C	.25	.35	.50
Gatling Buggy	C	.25	.35	.50
Gia Freed Iron Knight	SR	6.00	8.00	10.00
Giga Cyber	P	15.00	20.00	25.00
Giga Cyber	UR	8.00	10.00	12.00
Goblin Petty Officer	C	.25	.35	.50
Goblin Tank T-34	C	.25	.35	.50
Grace of God	C	.50	.75	1.00
Graceful Rain	C	.25	.35	.50
Gravity Bind	C	.25	.35	.50
Guillotine Beetle	C	.25	.35	.50
Hatching	C	.25	.35	.50
Insect Barrier	R	2.00	2.50	3.00
Island Turtle	C	.25	.35	.50
Legendary Fisherman	SR	8.00	10.00	12.00
Lucifer–Nightmare Temptor	R	2.00	3.00	4.00
Machine of Magical Destruction	C	.25	.35	.50
Magic Drain	SR	8.00	10.00	12.00
Meteor Strike	C	.25	.35	.50
Monster Recovery	SR	4.00	5.00	6.00
Reaper Boomerang	C	.25	.35	.50
Safety Release	C	.25	.35	.50
Shift Change	P	10.00	12.00	15.00
Shift Change	UR	6.00	8.00	10.00
Sinkhole	C	.25	.35	.50
Skullblood Pirate Ship	C	.25	.35	.50
Special Chemist	C	.25	.35	.50
Spike Head	C	.25	.35	.50
Sword Hunter	C	.50	.75	1.00
Temptation of the Specter	C	.50	.75	1.00
Tempting Shadow	R	2.00	2.50	3.00
Thousand-Eye Sacrifice	P	20.00	25.00	30.00
Thousand-Eye Sacrifice	ULT	30.00	35.00	40.00
Thousand-Eye Sacrifice	UR	12.00	15.00	18.00
Vampire Baby	C	.50	.75	1.00
Warrior of the Deep Sea	C	.25	.35	.50
Worm Hole	R	2.00	2.50	3.00

YU-GI-OH! (JAPANESE): SPELL OF MASK

KONAMI-2000

Full Set (56 cards)		250.00	300.00	350.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Amazon Archer	C	.50	.75	1.00
Beastly Merman	C	.25	.35	.50
Big Bang Girl	SR	15.00	20.00	25.00
Bio-Priest	C	.25	.35	.50
Blue Eyes White Dragon	ULT	55.00	60.00	65.00
Cursed Gyula the Masked Shaman	SC	4.00	6.00	8.00
Dancing Fairy	C	1.00	1.50	2.00
Defending Slime	C	.25	.35	.50
Fire Sorcerer	C	.50	.75	1.00
Flying Fish	C	.25	.35	.50
Funeral Gift For the Dead	R	4.00	5.00	6.00
Funeral Rapids	R	10.00	12.00	15.00
Gadget Soldier	C	.25	.35	.50
Greedy Pot	C	.25	.35	.50
Hellraiser the Masked Beast	SEC	8.00	10.00	12.00
Hellraiser the Masked Beast	ULT	10.00	15.00	20.00
Humanoid Drake	C	.25	.35	.50
Humanoid Slime	C	.25	.35	.50
Hysteric Angel	C	.25	.35	.50



51 RETRAINED CELTIC GUARDIAN (j. Retrained Elven Swordsman)

Earth. Warrior. This card can't be destroyed during Battle with a Monster that has an ATK of 1900 or higher. (Damage is done as normal.) 4/1400/1200

PLAY TIP: Keystone in Warrior Decks, this card puts a halt to high-ATK Monsters. It's still prone to getting removed in other ways.

50 DARK NECROPHIA

Dark. Fiend. This Monster can only be Special Summoned and remove only three Fiend-Type Monsters in your Graveyard from the game. If this card is destroyed by your opponent and goes to the Graveyard, it becomes an Equipment card at the end of the turn, and is Equipped on one of your opponent's Monsters. Gain control of the Equipped Monster. 8/2200/2800

PLAY TIP: A scary Fiend that becomes a permanent Change of Heart.

49 MAGIC CANCELLER

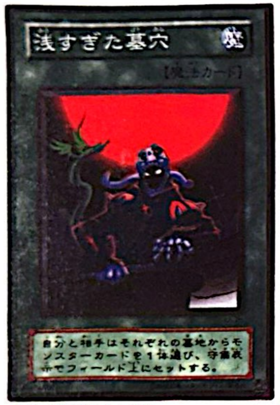
Air. Machine. While this card is face-up on the Field, Magic cards cannot be played, and the effects of Magic cards are negated. 5/1800/1600

PLAY TIP: Though you might balk at the attack strength, this card's use cannot be overlooked. Partner it with the Psycho Shocker card to lock down your opponent. Not restricted in Japan (but probably will be, eventually).

48 MAGICIAN OF FAITH (j. Saint Magician)

Light. Spellcaster. FLIP: Return one Magic card from your Graveyard to your hand. 1/300/400

PLAY TIP: Few decks can survive without Magic recovery. Since many good Magic cards are restricted in their number of copies per deck, this card gets back the valuable ones.



47 SHALLOW GRAVE

TYPE: Normal Magic

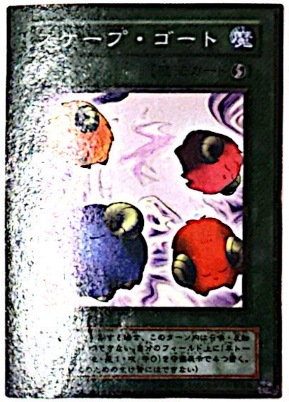
EFFECT: Each player chooses one Monster in his or her Graveyard and sets it on the Field.

PLAY TIP: A mere shadow of Monster Reborn. Even though it helps your opponent, you could choose to play it when your opponent has no Monsters in his or her Graveyard. Restricted to one per deck in Japan.

46 PENGUIN SOLDIER

Water. Aqua. FLIP: Return up to two Monsters on the Field to their owners' hands. 2/750/500

PLAY TIP: The infinitely better Hane-Hane. This guy can return TWO Monsters to their owner's hands. And unlike Hane-Hane, you aren't forced to do it if you don't want. If you get to Flip Summon it during your turn, remember to bounce the Penguin back as well, so you can set it again!



45 SCAPEGOAT

TYPE: Quickplay Magic

EFFECT: When you play this card, you can't Summon, Flip Summon or Special Summon during this turn. Put four [Goat Tokens] (Earth/Beast/1/0/0) on the Field in defense mode. (They cannot be Tributed for Summoning.)

PLAY TIP: Even though you can't Tribute goats to summon high-level Monsters, you can Tribute them for other uses, such as to a Cannon Soldier, for a total of 2000 damage!

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

Infinite Hand of Cards	C	.25	.35	.50
Lady Assassin of the Flame	C	1.00	1.50	2.00
Lady of Betrayal	C	1.00	1.50	2.00
Lady Protector of the Flame	C	.50	.75	1.00
Landstar Warrior	C	.25	.35	.50
Light Breeze Elemental	C	.50	.75	1.00
Mantis Queen	C	.25	.35	.50
Mary Fallen Angel	R	8.00	10.00	12.00
Mask of Cursed Souls	SR	12.00	15.00	18.00
Mask of Magic Prevention	SR	6.00	8.00	10.00
Mask of Sacrifice Prevention	P	30.00	35.00	40.00
Mask of Sacrifice Prevention	UR	20.00	25.00	30.00
Mask of Uncontrollable Rage	C	.25	.35	.50
Mask of Weakness	C	.25	.35	.50
Merciful Nun	C	.25	.35	.50
Merkido's Four-Faced Beast	C	.25	.35	.50
Mermaid Princess	C	1.00	1.50	2.00
Monster Box	C	.50	.75	1.00
Nuvia Evil Goddess	P	12.00	15.00	18.00
Nuvia Evil Goddess	UR	6.00	8.00	10.00
Orb of Survival	P	4.00	6.00	8.00
Orb of Survival	UR	4.00	5.00	6.00
Panther-Woman Mercenary	C	.25	.35	.50
Pixie Guardian	C	.50	.75	1.00
Power of Union	C	.25	.35	.50
Return of the Dead	R	3.00	4.00	5.00
Revival Slime	SR	6.00	8.00	10.00
Ritual of Masked Beast	C	.25	.35	.50
Saint Joan of Arc	C	.25	.35	.50
Scroll of Illusion	C	.25	.35	.50
Shining Abyss	C	.25	.35	.50
Spawning Slime Plant	R	6.00	8.00	10.00
Sword of Lightning	C	.25	.35	.50
The Chosen One	R	3.00	4.00	5.00
Wall of Tornadoes	C	.25	.35	.50
Wizard's Power	C	.25	.35	.50
Wurm Drake	C	.25	.35	.50

YU-GI-OH! (JAPANESE): LABYRINTH OF NIGHTMARE

KONAMI-2000

Full Set (55 cards)		150.00	200.00	250.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Alien Endbringer	P	20.00	25.00	30.00
Alien Endbringer	UR	12.00	15.00	18.00
Bazu the Soul-Eater	C	.25	.35	.50
Black Dust Plague	C	.50	.75	1.00
Bone Seahorse	C	.25	.35	.50
Counterpunch	C	.50	.75	1.00
Cyclone Lazer	C	.25	.35	.50
Dark Magician	ULT	50.00	55.00	60.00
Dark Necrophia	UR	25.00	30.00	35.00
Decoy Doll	C	.25	.35	.50
Destruction Without Discrimination	C	.25	.35	.50
Diffusion	SR	6.00	8.00	10.00
Dragon's Force	C	.25	.35	.50
Dullahan The Headless Knight	C	.25	.35	.50
Earl of Specters	C	.25	.35	.50
Earth Elemental Titan	C	.25	.35	.50
Emperor's New Suit	C	.25	.35	.50
Evil Spirit of Silence	R	4.00	6.00	8.00
Evil Swamp	C	.25	.35	.50
Fatal Message "A"	R	4.00	6.00	8.00
Fatal Message "E"	R	4.00	6.00	8.00
Fatal Message "H"	R	4.00	6.00	8.00
Fatal Message "T"	R	4.00	6.00	8.00
Fire Elemental Efreet	C	.50	.75	1.00
Flamedancer	C	.25	.35	.50
Forcefield	SR	8.00	10.00	12.00
Fusion Gate	C	.25	.35	.50
Gates of Darkness	C	.25	.35	.50
Gila-Saur	C	.25	.35	.50
Haunting Spirit	SR	4.00	5.00	6.00
Holy Shining Soul	C	.50	.75	1.00
Illusionary Sprite	C	1.00	1.50	2.00
Illusionist	C	.25	.35	.50
Jo-gen the Summoner	C	.25	.35	.50
Kai-ku the Exorcist	C	.25	.35	.50
Lightning Eel	C	.25	.35	.50
Miracle Excavation	C	.25	.35	.50
Nightmare Specter	C	.25	.35	.50
Ouija Board	P	20.00	25.00	30.00
Ouija Board	UR	12.00	15.00	18.00
Poltergeist	R	3.00	4.00	5.00
Power Boost	C	.25	.35	.50
Retribution to the Tomb Raider	C	.25	.35	.50
Royal Command	SR	12.00	15.00	16.00
Soul Banishing	C	.25	.35	.50
Specter's Nest	C	.25	.35	.50
Sphere of Energy Drain	C	.25	.35	.50
Spirit of the Painting	C	.25	.35	.50
Spiritual Guardian	C	.25	.35	.50
Supply Master	C	.25	.35	.50

Syphilis Lady	C	.25	.35	.50
Tornado Bird	C	.25	.35	.50
Water Elemental Aqualia	C	.50	.75	1.00
Wind Elemental Garuda	C	.25	.35	.50
Zampire Dark Hero	SC	8.00	10.00	12.00

YU-GI-OH! (JAPANESE): STRUGGLE OF CHAOS

KONAMI-2001

Full Set (53 cards)		250.00	300.00	350.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		20.00	30.00	40.00
Allied Forces	C	.25	.35	.50
Battle Tactics	C	.25	.35	.50
Berzerking Dragon	C	.25	.35	.50
Blood Soul's Possession	C	.25	.35	.50
Catapult Warrior	C	.25	.35	.50
Cave Dragon	C	.50	.75	1.00
Dark Baldaar	SR	6.00	8.00	10.00
Death Calculator	R	3.00	4.00	5.00
Death Demon Dragon	SR	8.00	10.00	12.00
Double Trap	C	.25	.35	.50
Dragon Warrior	SR	8.00	10.00	12.00
Dragon's Breath	C	.25	.35	.50
Dragon-Rider	C	.25	.35	.50
Emerald Dragon	SR	12.00	15.00	18.00
Emergency Rations	C	.25	.35	.50
Firebreathing Dragon	C	.50	.75	1.00
First Attack Commander	C	.25	.35	.50
Freed–Undefeated General	P	10.00	12.00	15.00
Freed–Undefeated General	UR	12.00	15.00	18.00
Friendly Aid	C	.25	.35	.50
Gargoyle Clown	C	1.00	1.50	2.00
Gray Winged Dragon	C	.50	.75	1.00
Great Magi of the Frontier	C	.25	.35	.50
Hades Familiar	C	.25	.35	.50
Hades–God of Hell	P	30.00	35.00	40.00
Hades–God of Hell	UR	15.00	20.00	25.00
Hades' Howling	C	.25	.35	.50
Hell's Puppet Method	C	.25	.35	.50
Holy Keeper	C	.25	.35	.50
Lesser Demon	R	2.00	3.00	4.00
Life Draining Machine	C	.25	.35	.50
Light Circle of Protection	R	3.00	4.00	5.00
Lizard Warrior	C	.25	.35	.50
Mercenary Ruffian	C	.25	.35	.50
Orb of Dragons	R	4.00	6.00	8.00
Power of the Great Dragon's Wing	C	.50	.75	1.00
Ready and Waiting	C	.25	.35	.50
Red Cyclops	SC	6.00	8.00	10.00
Return of Warrior	C	.25	.35	.50
Shattering Soul	C	.25	.35	.50
Skull Night	C	.25	.35	.50
Spear Dragon	R	4.00	6.00	8.00
Spirit Dragon	C	.25	.35	.50
Stampeding Crash	C	.25	.35	.50
Summoned Skull	ULT	55.00	60.00	65.00
Super Regeneration Ability	C	.25	.35	.50
Tamer-Demon	R	8.00	10.00	12.00
Two-Headed Cerberus	C	.25	.35	.50
Tyrant Dragon	P	10.00	15.00	20.00
Tyrant Dragon	UR	10.00	15.00	20.00
War Dragon	C	1.00	1.50	2.00
Warrior Dai Gulefer	C	.25	.35	.50
Well Armed Hunter	C	.25	.35	.50

YU-GI-OH! (JAPANESE): MYTHOLOGICAL AGE

KONAMI-2001

Full Set (54 cards)		300.00	350.00	400.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Asura	SR	12.00	15.00	18.00
Basian-Angelic Knight	SR	15.00	18.00	20.00
Beowulf	C	.50	.75	1.00
Black Demon's Dragon	ULT	55.00	60.00	65.00
Black Noble	C	.50	.75	1.00
Bubble Crash	C	.25	.35	.50
Deep Pit Trap	C	.25	.35	.50
Defensive Medicine Super Z	C	.25	.35	.50
Devil Comedian	C	.50	.75	1.00
Disarm	C	.25	.35	.50
Dolo-Dora	C	.25	.35	.50
Dynamite on a Chain	R	6.00	8.00	10.00
Eight-Headed Hydra	P	50.00	55.00	60.00
Eight-Headed Hydra	UR	15.00	20.00	25.00
Fatal Divination	C	.25	.35	.50
Fiber Pod	C	.25	.35	.50
Forced Teleportation	C	.25	.35	.50
Fountain of the Elementals	C	.50	.75	1.00
Genocide War	R	6.00	8.00	10.00
Gentle Wizard J	C	.25	.35	.50
Great Tengu	C	.25	.35	.50
Heart of Mirror	C	.25	.35	.50
Hinokagutsuchi	P	15.00	20.00	25.00
Hinokagutsuchi	UR	8.00	10.00	12.00
Last Battle!	SR	10.00	12.00	15.00
Leaf Faerie	C	.25	.35	.50
Legendary City of Atlantis	C	.25	.35	.50
Lily-Injection Angel	SC	15.00	18.00	20.00
Lost	C	.50	.75	1.00
Magic Guard	SR	6.00	8.00	10.00
Maharaggi	C	.25	.35	.50
Mechanical Surgeon	C	.25	.35	.50
Mirror of the Gods	C	.25	.35	.50
Murasame Blade–Fusion Weapon	R	4.00	5.00	6.00
Naga	C	.50	.75	1.00
Natural Disaster	C	.25	.35	.50
Option	C	.25	.35	.50
Otohime	C	.50	.75	1.00
Phoenix	C	.50	.75	1.00
Rare Metal Knight	C	.25	.35	.50
Rare Metal Lady	C	.50	.75	1.00
Rare Metal Soldier	C	.25	.35	.50
Rare Metal Valkyrie	C	.25	.35	.50
Royal Oppression	R	8.00	10.00	12.00
Second Chance	R	4.00	5.00	6.00
Shimochi's Side Effect	C	.25	.35	.50
Spiritual Entrapment Machine	C	.25	.35	.50
Spiritual Invitation	C	.25	.35	.50
Susanoo	P	35.00	40.00	45.00
Susanoo	UR	20.00	25.00	30.00
Thieves' Secret Ability	C	.25	.35	.50
Thieves' Smokebomb	C	.25	.35	.50
Thunder Cat Girl	R	10.00	12.00	15.00
White Rabbit of Imba	C	.25	.35	.50

YU-GI-OH! (JAPANESE): LEGEND OF BLUE-EYES WHITE DRAGON

KONAMI-2001

Full Set (61 cards)		100.00	150.00	200.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Amethyst	C	.25	.35	.50
Angry Lord of the Sea	C	.50	.75	1.00
Aqua Madoor	R	2.00	3.00	4.00
Blue-Eyes White Dragon	UR	8.00	12.00	15.00
Book of Arcane Magic	C	.25	.35	.50
Cyclops	C	.25	.35	.50
Dark Gray	C	.25	.35	.50
Dark Hole	SR	10.00	12.00	15.00
Dark Magician	UR	10.00	12.00	15.00
Darkfire Dragon	C	.25	.35	.50
Darkness	R	2.00	2.50	3.00
Deep Spawn King of Hell	R	2.00	3.00	4.00
Disengage Trap	C	.25	.35	.50
Dragon's Pet	C	.25	.35	.50
Drake	C	.25	.35	.50
Elvish Warrior	SEC	10.00	12.00	15.00
Fire Wielder	C	.25	.35	.50
Fireball	C	.25	.35	.50
Firebreathing Plant	C	.25	.35	.50
Fissure	SR	4.00	5.00	6.00
Flame Ghost	C	.25	.35	.50
Flame Swordsman	UR	6.00	8.00	10.00
Forest	R	2.00	2.50	3.00
Fusionist	C	.25	.35	.50
Gaia the Fierce Knight	UR	6.00	8.00	10.00
Grassland	R	2.00	2.50	3.00
Hell's Judgment	R	2.00	2.50	3.00
Humanoid Insect	C	.25	.35	.50
Killer Fire Knight	C	.25	.35	.50
King of Smoke	C	.25	.35	.50
Magman	C	.25	.35	.50
Mammoth's Graveyard	C	.25	.35	.50

DARK MAGICIAN

ヴァンパイア・ロード
攻 2000
守 1500

44 VAMPIRE LORD

Dark. Zombie. If this Monster does Battle Damage to your opponent, name a card type (Monster, Magic or Trap). Your opponent puts one of the named type of card from his or her deck into his or her Graveyard. If your opponent destroys this card with a card effect, Special Summon it to the Field during your next Standby Phase. 6/2000/1500

PLAY TIP: Not only does he keep on coming back, he forces your opponent to get rid of cards. For best use, choose Trap.

サイバティック・ワイバーン
攻 2500
守 1600

43 CYBERTECH ALLIGATOR (j. Cybertic Wyvern)

Air. Machine. 5/2500/1600

PLAY TIP: Though not as usable as the Summoned Skull, its attack strength for a one-Tribute Monster makes up for it.

41 GIANT ORC

Dark. Fiend. If this Monster attacks, it changes to defense mode at the end of the Battle Phase, and you can't change its mode during your next turn. 4/2200/0

PLAY TIP: 2200 attack strength for a usable Level 4 Monster is astounding. Even though it changes to defense mode, this isn't a bad thing; it will also absorb an attack, preventing you from taking damage.

ゴブリン突撃部隊
攻 2300
守 0

40 GOBLIN STRIKE TEAM

Earth. Warrior. If this Monster attacks, it changes to defense mode at the end of the Battle Phase, and you can't change its mode during your next turn. 4/2300/0

PLAY TIP: Whether it be a Warrior-based deck or beat-down deck, the Goblin Strike Team has been there. Though its drawback is that it goes into defense mode, it's not exactly a problem. The 2300 attack strength breaks through Giant Soldier of Stone and is not too shabby in a direct attack.

カオスポッ
800
700

39 CHAOS [illegible]

Earth. Rock. [illegible] Each player shuffles his or her Monst[illegible] the Field into their owners' decks. Each player then reveals cards from the top of his or her deck until a number of Monsters are reached equal to the number that were shuffled in. If those Monsters are Level 4 or less, then are placed on the Field in face-down defense mode. The other cards are discarded. 3/800/700

PLAY TIP: Use this card if you have no other Monsters and your opponent has several. Restricted to one per deck in Japan.

ーモンの召喚
攻 2500
守 1200

42 SUMMONED SKULL (j. Demon Summon)

Dark. Fiend. 6/2500/1200

PLAY TIP: The BEST normal Level 6 Monster in the game. 2500 attack strength for a Monster that requires one Tribute is rather rare. And unlike the Cybertic Wyvern, you can pull it from your deck with a Black Forest Witch.

・ドラ
攻 1500
守 1200

38 DOL DRA

Air. Dragon. If this Monster was destroyed and went to the Graveyard from the Field, Special Summon it to the Field at the end of the turn with its ATK and DEF set to 1000. This effect can only happen once per duel. 3/1500/1200

PLAY TIP: As long as it was destroyed, it will come back at the end of the turn. Useful as a nice defense, or when you absolutely NEED a Monster to Tribute. Restricted to one per deck in Japan.

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

Masaki–Legendary Samurai	C	.25	.35	.50
Mirage	C	.25	.35	.50
Monster Egg	C	.25	.35	.50
Mountain	R	2.00	2.50	3.00
Petit Angel	C	1.00	1.50	2.00
Petit Dragon	C	.25	.35	.50
Pit Trap	SR	4.00	5.00	6.00
Polymerization	SR	10.00	12.00	15.00
Power of Kaishin	C	.25	.35	.50
Red Potion	C	.25	.35	.50
Rootwater Merman	C	.25	.35	.50
Sea	R	2.00	2.50	3.00
Shien's Decoy	C	.25	.35	.50
Silver Fang	C	.25	.35	.50
Sleeping Child	C	.25	.35	.50
Sleepy	C	.25	.35	.50
Spark	C	.25	.35	.50
Spirit Lord of the Forest	C	.50	.75	1.00
Sting	C	.25	.35	.50
Surrounded!	C	.25	.35	.50
Sword of Legend	C	.25	.35	.50
The 13th Grave	R	2.00	3.00	4.00
Thunderbolt	SR	15.00	18.00	20.00
Tooth of Beast	C	.25	.35	.50
Turtle Tiger	R	2.00	2.50	3.00
Two-Mouthed Dark Ruler	C	.25	.35	.50
Wasteland	R	2.00	2.50	3.00
Wight	C	.25	.35	.50
Winter Blast and the Sun	C	.25	.35	.50

YU-GI-OH! (JAPANESE): PHANTOM GOD

KONAMI-2001

Full Set (67 cards)		300.00	350.00	400.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Armored Merman	C	.25	.35	.50
Armored Starfish	C	.25	.35	.50
Bazooka Seahorse	C	.25	.35	.50
Bloodsucker	C	.25	.35	.50
Blue Ninja	C	.25	.35	.50
Carnivorous Insect	SR	6.00	8.00	10.00
Curse of Dragon	SR	6.00	8.00	10.00
Cyclopean Shield Dragon	C	.25	.35	.50
Dark Energy	R	2.00	3.00	4.00
Dark Napolian	C	.25	.35	.50
Death Satan Greater Demon	C	.25	.35	.50
Demonic Virus	R	2.00	2.50	3.00
Devilish Moon	R	2.00	2.50	3.00
Dragon's Treasure	R	2.00	2.50	3.00
Dragoness The Wicked Knight	C	.25	.35	.50
Enraptured Mermaid	C	1.00	1.50	2.00
Erase Magic	R	2.00	2.50	3.00
Exodia the Forbidden One	SEC	40.00	45.00	50.00
Fallow Wind	C	.25	.35	.50
Fire Demon	C	.50	.75	1.00
Flower Wolf	C	.25	.35	.50
Frenzied Panda	C	1.00	1.50	2.00
Gaia the Dragon Champion	P	30.00	35.00	40.00
Gaia the Dragon Champion	UR	15.00	20.00	25.00
Ghoul Gravedigger	C	.25	.35	.50
Goblin's Potion	C	.25	.35	.50
Greedy Bottle	C	1.00	1.50	2.00
Hane Hane	SR	6.00	8.00	10.00
Hell's Bramble	C	.25	.35	.50
Holy Elf	SR	10.00	12.00	15.00
Iron Colossus	C	.25	.35	.50
Labas	C	.25	.35	.50
Laser Cannon Armor	R	2.00	2.50	3.00
Left Arm of the Forbidden One	SEC	25.00	30.00	35.00
Left Leg of the Forbidden One	SEC	25.00	30.00	35.00
Lesser Dragon	C	.25	.35	.50
Lightning Whip	R	2.00	2.50	3.00
Living Armor	C	.25	.35	.50
Magnet #1	C	.25	.35	.50
Magnet #2	C	.25	.35	.50
Man-Eater	C	.25	.35	.50
Metal Dragon	C	1.00	1.50	2.00
Mine Beast	C	.25	.35	.50
Nairu Dolphin Warrior	C	.25	.35	.50
Punishment by Fire	C	.25	.35	.50
Raise Dead	UR	6.00	8.00	10.00
Reaper of the Cards	SR	6.00	8.00	10.00
Red-Eyes Black Dragon	P	25.00	30.00	35.00
Red-Eyes Black Dragon	UR	12.00	15.00	18.00
Right Arm of the Forbidden One	SEC	25.00	30.00	35.00
Right Leg of the Forbidden One	SEC	25.00	30.00	35.00
Rock Golem	C	.25	.35	.50
Ruiz	C	.25	.35	.50
Sandstone Golem	C	.25	.35	.50
Seal of Defense	R	2.00	3.00	4.00
Silver Arrow	R	2.00	2.50	3.00
Sky Hunter	C	.25	.35	.50
Spiderman	C	.25	.35	.50

ビーン・ソルジャー
攻 1400
守 1300

Spiny Sea Dragon	C	.25	.35	.50
Spirit of Harp	C	.25	.35	.50
Succubus Knight	C	.50	.75	1.00
Sword of Sealing	UR	15.00	18.00	20.00
Taking Temperature	R	2.00	2.50	3.00
Terra Greater Demon	C	.25	.35	.50
Upgrade Factory	R	2.00	2.50	3.00
Warrior of Carbonara	C	.25	.35	.50
Wild Raptor	C	.25	.35	.50

YU-GI-OH! (JAPANESE): REVIVAL OF BLACK DEMON'S DRAGON

KONAMI-2001

Full Set (59 cards)		100.00	150.00	200.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Ancient Elf	C	.50	.75	1.00
Ancient Lizard-Man	C	.25	.35	.50
Android #7	C	.25	.35	.50
Armored Lizard	C	.25	.35	.50
Armored Samurai Zombie	C	.25	.35	.50
Bagloth Tank	C	.25	.35	.50
Black Demon's Dragon	P	15.00	20.00	25.00
Black Demon's Dragon	UR	10.00	12.00	15.00
Caterpillar	C	.25	.35	.50
Change of Heart	P	8.00	10.00	12.00
Change of Heart	UR	8.00	10.00	12.00
Cyclopean Angel Ears	C	.25	.35	.50
Deathbed Gift	SR	6.00	8.00	10.00
Deep Sea Shark	C	.25	.35	.50
Disc Magician	C	.25	.35	.50
Dama the Angel of Death and Silence	C	.25	.35	.50
Elderly Dragon	C	1.00	1.50	2.00
Electric Lizard	C	.25	.35	.50
Empresses' Decision	C	1.00	1.50	2.00
Evolution Cocoon	R	2.00	2.50	3.00
Fake Trap	R	2.00	2.50	3.00
Godfish	C	.25	.35	.50
Golem of Destruction	C	.25	.35	.50
Gremlin	C	.25	.35	.50
Harpy Lady's Sister	P	15.00	20.00	25.00
Harpy Lady's Sister	UR	8.00	10.00	12.00
Holy Magician	SR	10.00	12.00	15.00
Hunting Spider	C	.25	.35	.50
Hyousubay	C	.25	.35	.50
Iron Scorpion	C	.25	.35	.50
Jovial Undertaker	R	2.00	2.50	3.00
Kaleidoscope	R	2.00	2.50	3.00
Kazejin	SR	3.00	4.00	5.00
Killer Bee	C	.25	.35	.50
King of Eyeball	R	2.00	2.50	3.00
Large Mouth	C	.25	.35	.50
Leggie Wurm	C	.25	.35	.50
Leogun	C	.25	.35	.50
Mage-Spawn Hunter	C	.25	.35	.50
Magic Lamp	C	.25	.35	.50
Mask of Darkness	R	2.00	2.50	3.00
Masked Magician	R	2.00	2.50	3.00
Mega-Thunderball	C	.25	.35	.50
Monnfen	C	.25	.35	.50
Moth Larvae	R	2.00	2.50	3.00
Mr. Bomber	R	2.00	2.50	3.00
Pale Beast	C	.25	.35	.50
Queen's Decoy	C	.50	.75	1.00
Rainbow Flower	C	.25	.35	.50
Release Soul	R	6.00	8.00	10.00
Roaring Sea Serpent	C	.25	.35	.50
Rock Ogre	C	.25	.35	.50
Sanga of the Thunder	SR	3.00	4.00	5.00
Shrieking Banshee	C	1.00	1.50	2.00
Suijin	SR	3.00	4.00	5.00
Summoned Skull	UR	12.00	15.00	18.00
Tongue Fish	C	.25	.35	.50
Trent	C	.25	.35	.50
Water Dancer	C	.50	.75	1.00
White Thief	R	2.00	2.50	3.00
Wyvern–Stronghold Guardian	C	1.00	1.50	2.00
Zeus' Rage	C	.25	.35	.50

YU-GI-OH! (JAPANESE): METAL RAIDERS

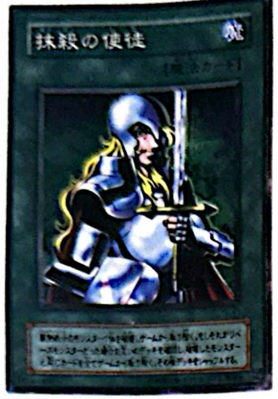
KONAMI-2001

Full Set (50 cards)		80.00	100.00	120.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Amoeba	C	.25	.35	.50
Angelic Mirror	C	.25	.35	.50
Apocalypse	C	.25	.35	.50
Charge!	C	.25	.35	.50
Confiscate	R	2.00	2.50	3.00
Curse of Pentagram	P	15.00	20.00	25.00
Curse of Pentagram	UR	8.00	10.00	12.00
Cyclone	C	.25	.35	.50
Deep Forest Elder	C	.25	.35	.50
Demon's Axe	SR	12.00	15.00	18.00
Demon's Kiss	C	1.00	1.50	2.00
Demonic Scout	SR	8.00	10.00	12.00
Devilish Tricksters	C	.50	.75	1.00
Electric Snake	C	.25	.35	.50
Evie	C	.25	.35	.50
Evil Ritual	C	.25	.35	.50
Fire Eating Turtle	C	.25	.35	.50
Fire Kraken	C	.25	.35	.50
Forceful Gate Guardian	SR	4.00	5.00	6.00
Goblin Profiteer	C	.50	.75	1.00
Graveyard Keeper's Familiar	C	.25	.35	.50
Guri-Guru	C	.25	.35	.50
High Tide Merman	C	.25	.35	.50
Highway Toll	R	2.00	2.50	3.00
Horn of Light	C	.25	.35	.50
Hurricane	C	.25	.35	.50
Magical Shackles	C	.25	.35	.50
Maha Vairo	C	.25	.35	.50
Mechanical Snail	C	.25	.35	.50
Mermaid Archer	C	.25	.35	.50
Metal Fish	C	.25	.35	.50
Peacock	C	.25	.35	.50
Penguin Knight	C	.50	.75	1.00
Pillage	C	.25	.35	.50
Poisonous Fang	C	.25	.35	.50
Queen Bird	C	.25	.35	.50
Red Dragon	C	.50	.75	1.00
Royal Guard	C	.25	.35	.50
Sacrifice	UR	10.00	12.00	15.00
Slot Machine AM-7	P	15.00	20.00	25.00
Slot Machine AM-7	UR	6.00	8.00	10.00
Trustworthy Guardian	C	.25	.35	.50
Twilight	R	2.00	2.50	3.00
Usurper	SR	8.00	10.00	12.00
Valkyrie	C	.25	.35	.50
Voice of Sanctuary	C	1.00	1.50	2.00
Weather Report	C	.25	.35	.50
Whimsical Tailor	C	.25	.35	.50
Whiptail Gargoyle	C	.25	.35	.50
Wicked Beast	C	.25	.35	.50

YU-GI-OH! (JAPANESE): BOOSTER CHRONICLE

KONAMI-2002

Full Set (84 cards)		200.00	250.00	300.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Angel of Friendship	C	.50	.75	1.00
Angel's Almsgiving	SR	12.00	15.00	18.00
Angel's Blood	C	1.00	1.50	2.00
Autumn Leaves Queen	C	.50	.75	1.00
Axe Raider	P	4.00	6.00	8.00
Axe Raider	UR	4.00	6.00	8.00
Bagloth Tank	C	.25	.35	.50
Beautiful Executioner	C	.50	.75	1.00
Bloodsucking Flea	C	.25	.35	.50
Blue Potion	C	.25	.35	.50
Bovine Oni	C	.25	.35	.50
Brontosaurus	C	.25	.35	.50
Call from Darkness	C	.25	.35	.50
Carnivorous Dragon	C	.25	.35	.50
Cockroach Knight	C	.25	.35	.50
Djinn of the Lamp	C	.25	.35	.50
Doppelganger	R	3.00	4.00	5.00
Dragon Slayer	R	3.00	4.00	5.00
Dragon Zombie	C	.25	.35	.50
Elekids	C	.25	.35	.50
Elvish Light	C	1.00	1.50	2.00
Evil Worm Beast	C	.25	.35	.50
Exorcist	R	2.00	2.50	3.00
Fan of Wind	C	.25	.35	.50
Fishfish Warrior	C	.25	.35	.50
Fountain Fairy	C	.50	.75	1.00



37 EMISSARY OF OBLITERATION

TYPE: Normal Magic

EFFECT: Destroy a face-down Monster on the Field and remove it from the game. If that Monster had a Flip effect, each player removes all copies of that card from his or her deck from the game.

PLAY TIP: Perfect for when your opponent is on the defensive. However, this card also removes standard Flip effect cards that everyone uses. Restricted to two per deck in Japan.

36 POWER OF TEAMWORK

TYPE: Equipment Magic

EFFECT: Increase the Equipped Monster's ATK and DEF by 800 for each Monster you have on the Field.

PLAY TIP: As long as you can keep getting Monsters on the Field, this card will pump up the Equipped Monster. You could get a 4000-point increase with this card! Try using Scapegoat with it. Restricted to one per deck in Japan.

35 POWER OF MAGICIANS

TYPE: Equipment Magic

EFFECT: Increase the Equipped Monster's ATK and DEF by 500 for each card in your Magic/Trap zone.

PLAY TIP: This card can quickly add to the Equipped Monster's statistics. Since you can quickly set Magic and Trap cards from your hand, you could get a 2500-point bonus. Restricted to one per deck in Japan.

34 AXE OF DESPAIR (j. Demon Axe)

TYPE: Equipment Magic

EFFECT: Increase the Equipped Monster's ATK by 1000. If this card is put into your Graveyard from the Field, you may Tribute one of your Monsters on the Field to put this card on top of your deck.

PLAY TIP: The best attack-boosting Equipment card in the game. It can turn even the most docile Monster into a heavy-hitter.

死のデッキ破壊ウイルス

33 CRUSH CARD (j. Deck-Destruction Virus of Death)

TYPE: Normal Trap

EFFECT: Tribute a Dark-Type Monster with an ATK of 1000 or less. Destroy all of your opponent's Monsters on the Field and in his or her hand with an ATK of 1500 or more. For three turns, destroy any Monsters that your opponent draws with an ATK of 1500 or more.

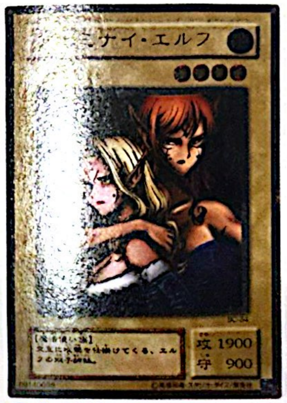
PLAY TIP: One of the ultimate Monster destruction cards, but your opponent can use Magic cards to bring Monsters back.

メカ・ハン
1850
800

32 MECHANICAL CHASER (j. Mecha Hunter)

Dark. Machine. 4/1850/800

PLAY TIP: A nifty Monster that is one of the most powerful Level 4 cards in the game when it comes to attack strength. 1850 is just enough to take care of some of those common 1800-attack strength Monsters, like La Djinn and Bistro Butcher.



31 GEMINI ELVES

Earth. Spellcaster. 4/1900/900

PLAY TIP: There are few Level 4 Monsters in the game with 1900 attack strength that don't have a drawback. This is one of them. A solid card for beatdown decks.

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

Frankendevil	SR	6.00	8.00	10.00
Gokuzai	C	.25	.35	.50
Gemini Elf	P	25.00	30.00	35.00
Gemini Elf	ULT	30.00	40.00	50.00
Gemini Elf	UR	15.00	20.00	25.00
Goddess of the Mind's Eye	R	4.00	6.00	8.00
Hand of Judgment	C	.25	.35	.50
Hawk Bishop–The Elemental of Books	C	.25	.35	.50
Hercules Beetle	C	.25	.35	.50
Hercules Scissor Beetle	C	.25	.35	.50
Hourglass of Bravery	C	.25	.35	.50
Illusionary Sheep	R	2.00	3.00	4.00
Impending Death	C	.50	.75	1.00
Iron Scale	C	.25	.35	.50
Jalapeño Soldier	C	3.00	4.00	5.00
Kaiser Dragon	C	.50	.75	1.00
King of Machines	R	3.00	4.00	5.00
King of Swamp Beasts	R	3.00	4.00	5.00
Lady of Moonlight	C	1.00	1.50	2.00
Leviathan	C	.25	.35	.50
Light Erases Darkness	R	2.00	2.50	3.00
Magical Thorn	R	4.00	5.00	6.00
Mecha-Warrior of Hell	C	.25	.35	.50
Mechanical Hunter	SR	8.00	10.00	12.00
Metamorphic Pot	SR	5.00	7.00	9.00
Monster Eyes	C	.25	.35	.50
Mowai of Eastern Island	C	.50	.75	1.00
Needle Ball	C	.25	.35	.50
Needle Wurm	R	4.00	6.00	8.00
Oshiro Hero	C	.25	.35	.50
Parrot Dragon	C	.25	.35	.50
Patrol Robot	C	.25	.35	.50
Penguin Soldier	SR	3.00	4.00	5.00
Perfect Defense General	SEC	15.00	18.00	22.00
Rebellion	C	.25	.35	.50
Red Sun Bird	C	.25	.35	.50
Rex–Two-Headed King	P	15.00	20.00	25.00
Rex–Two-Headed King	UR	10.00	12.00	15.00
Royal Directive	SR	8.00	10.00	12.00
Saint Bird	C	.25	.35	.50
Scissor Beetle Alpha	C	.25	.35	.50
Shizarian Sea Snake	C	.25	.35	.50
Sky Dragon	C	.25	.35	.50
Sonic Boom Attacker	C	1.00	1.50	2.00
Soul Hunter	C	.25	.35	.50
Spear of White Heat	C	.25	.35	.50
Takuhi	C	.25	.35	.50
Thunderclap	C	.25	.35	.50
Tiger Axe	C	.25	.35	.50
Turtle Bird	C	.25	.35	.50
Udan of the Forest	C	.25	.35	.50
Vasago God of Destruction	R	3.00	4.00	5.00
Water Magician	C	.50	.75	1.00
White Hole	C	.25	.35	.50
Wing Eagle	C	.25	.35	.50
Witch Hunt	C	.25	.35	.50
Wyvern	C	1.00	1.50	2.00
Zombie Shark	C	.25	.35	.50

YU-GI-OH! (JAPANESE): PHARAONIC GUARDIAN

KONAMI-2002

Full Set (52 cards)		150.00	200.00	250.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		30.00	40.00	50.00
Armored Fly	C	.25	.35	.50
Birdface	C	.25	.35	.50
Black Scorpion Gang	C	.25	.35	.50
Book of Life–Forbidden Magic	SR	12.00	15.00	18.00
Book of Moon	C	.25	.35	.50
Book of Sun	C	.25	.35	.50
Bottomless Quicksand	C	.25	.35	.50
Call of the Mummy	C	.25	.35	.50
Camel Mummy	C	.25	.35	.50
Cruel	C	.25	.35	.50
Curse of Pharaoh	R	6.00	8.00	10.00
Cursed Sarcophagus	C	.25	.35	.50
De-zard the Great Priest	UR	15.00	20.00	25.00
Dice Pot	C	.25	.35	.50
Don Zaruug	P	4.00	6.00	8.00
Don Zaruug	UR	6.00	8.00	10.00
Dust Chute	C	.25	.35	.50
Fat Mummy	C	.25	.35	.50
Golden Statue of Evil God	SR	10.00	12.00	15.00
Gora-Turtle	C	.50	.75	1.00
Greedy Fool	C	.25	.35	.50
Guardian Sphynx	P	10.00	15.00	20.00
Gurrage	C	.25	.35	.50
Lich Undead King	SEC	25.00	30.00	35.00
Locust Swarm	C	.25	.35	.50
Magma Giant	C	.25	.35	.50
Mermaid Priestess	SC	10.00	12.00	15.00
Moist Alien	SR	10.00	12.00	15.00
Mysterious Servant	C	.25	.35	.50
Nightmare Shimmer	C	.25	.35	.50
Octo-pion	C	.25	.35	.50
Pharaoh's Guardian	C	.25	.35	.50
Pharaoh's Mask	C	.25	.35	.50
Poison Mummy	C	.25	.35	.50
Pyramid Power	C	.25	.35	.50
Pyramurtle	C	.50	.75	1.00
Sandstorm Poltergeist	C	.25	.35	.50
Scarab Swarm	C	.25	.35	.50
Scaredy Cat	C	.25	.35	.50
Secret Door	C	.25	.35	.50
Shapesnatch	C	.25	.35	.50
Soul-eater	C	.25	.35	.50
Spiked Ceiling Trap	C	.25	.35	.50
Spiked Wall Trap	C	.25	.35	.50
Suksy the Serpent-Man	R	4.00	5.00	6.00
Sundial of Destiny	C	.25	.35	.50
Time Eater	C	.25	.35	.50
Traveler's Ordeal	R	6.00	8.00	10.00
Treasure Chest	R	4.00	5.00	6.00
Wan-fu Tiger King	R	6.00	8.00	10.00
Wandering Mummy	R	4.00	5.00	6.00
Xeno	C	.25	.35	.50

YU-GI-OH! (JAPANESE): NEW RULER

KONAMI-2002

Full Set (56 cards)		400.00	500.00	600.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		35.00	40.00	45.00
Absolute Invulnerability	C	.25	.50	1.00
Ankh of Shavti	C	.25	.50	1.00
Banner of the Brave	C	.25	.50	1.00
Bastard Launcher	C	.25	.50	1.00
Big Wood Golem #18	C	.25	.50	1.00
Black Cat	C	.25	.50	1.00
Childish Prank	R	4.00	6.00	8.00
Crawlspace	C	.25	.50	1.00
Crypt Keeper's Archer	C	.25	.50	1.00
Crypt Keeper's Assassin	C	.25	.50	1.00
Crypt Keeper's Captain	R	4.00	6.00	8.00
Crypt Keeper's General	SR	10.00	12.00	15.00
Crypt Keeper's Guardian	C	.25	.50	1.00
Crypt Keeper's Pikeman	C	.25	.50	1.00
Crypt Keeper's Scout	C	.25	.50	1.00
Crypt Keeper's Servant	C	.25	.50	1.00
Crypt Keeper's Shaman	C	.25	.50	1.00
Curse of Aging	C	.25	.50	1.00
Dark Designator	R	4.00	6.00	8.00
Dark Jeroid	SR	10.00	12.00	15.00
Distraction	C	.25	.50	1.00
Dragonkin	C	.25	.50	1.00
Falcos the Winged Sage	R	4.00	6.00	8.00
Great Inference	C	.25	.50	1.00
Hell Poet	P	40.00	45.00	50.00
Hell Poet	UR	20.00	25.00	30.00
Hellship	C	.25	.50	1.00
Hieroglyphic Tablet	C	.25	.50	1.00
Jackal Paladin	P	40.00	45.00	50.00
Jackal Paladin	UR	20.00	25.00	30.00
Kyon-Sui	C	.25	.50	1.00
Lava Golem	SEC	30.00	35.00	40.00
Lava Golem	ULT	40.00	50.00	60.00
Lucky Owl	C	.25	.50	1.00
Man of the Third Eye	C	.25	.50	1.00
Metamorphosis	C	.25	.50	1.00
New Dua	SR	10.00	12.00	15.00
Nightmare	C	.25	.50	1.00
Nightmare's Torture Chamber	R	4.00	6.00	8.00
Quiz of Reversal	C	.25	.50	1.00
Really Bad Trap Room	C	.25	.50	1.00
Red Eyes Black Dragon	ULT	60.00	80.00	100.00
Ritual of Summoning	C	.25	.50	1.00
Royal Sacrifice	C	.25	.50	1.00
Serpentine Pestilence	C	.25	.50	1.00
Shotgun Shuffle	C	.25	.50	1.00
Snake Pod	R	4.00	6.00	8.00
Sneezing Hipposaurus	C	.25	.50	1.00
Soul Splitting Specter	C	1.00	1.50	2.00
Specter on Nightmare	SC	10.00	12.00	15.00
Terraforming	C	.25	.50	1.00
Thunder Break	C	.25	.50	1.00
Time Capsule	C	.25	.50	1.00
Valley of the Kings	P	40.00	45.00	50.00
Valley of the Kings	UR	20.00	25.00	30.00
Vise Shock	ULT	40.00	50.00	60.00

YU-GI-OH! (JAPANESE): DESCENT OF UNION

KONAMI-2002

Full Set (55 cards)		100.00	150.00	200.00
Booster Pack (5 cards)		2.00	3.00	4.00
Booster Box (30 packs)		40.00	50.00	60.00
Alter Ego	C	.25	.50	1.00
Ante Game	R	4.00	6.00	8.00
Autonomous Unit	C	.25	.50	1.00
Barrel Dragon	ULT	40.00	50.00	60.00
Black Cave	R	4.00	6.00	8.00
Blood Oaks	C	.25	.50	1.00
Combat Mad-bot	R	4.00	6.00	8.00
Combination Attack	R	4.00	6.00	8.00
Dark Sword–Black Warrior	SR	8.00	12.00	15.00
Death Dendrobium	C	.25	.50	1.00
Defensive Barriers	SR	8.00	12.00	15.00
Demotion	C	.25	.50	1.00
Descent of White Dragon	C	.25	.50	1.00
Dimension Pod	C	.25	.50	1.00
Dragon Knight Steed	C	.25	.50	1.00
Fleeing Citizens	C	.25	.50	1.00
Formation Unit	C	.25	.50	1.00
Fortune Cat	SC	8.00	12.00	15.00
Front Line	C	.25	.50	1.00
Giant Orc	C	.25	.50	1.00
Goblin Coach	C	.25	.50	1.00
Ice Rock Beast	C	.25	.50	1.00
Insane Beast	C	.25	.50	1.00
Intimidating Voice	C	.25	.50	1.00
Jet Black Dragon	C	.25	.50	1.00
Kaiser's Colosseum	C	.25	.50	1.00
Knight of White Dragon	UR	6.00	8.00	10.00
Knight of White Dragon	P	10.00	12.00	15.00
Knighthood	C	.25	.50	1.00
Machine Gun Trap	C	.25	.50	1.00
Magic Nullifier	UR	8.00	10.00	12.00
Magic Nullifier	P	10.00	15.00	20.00
Magma Beast	C	.25	.50	1.00
Mass Resistance	C	.25	.50	1.00
Master Thief	R	4.00	6.00	8.00
Metal Silver Armor	C	.25	.50	1.00
Meteor Rain	C	.25	.50	1.00
Old Man's Potion	C	.25	.50	1.00
Oppressed Citizens	C	.25	.50	1.00
Pineapple Bomb	C	.25	.50	1.00
Pulse Cannon	C	.25	.50	1.00
Rare Gold Armor	C	.25	.50	1.00
Revolution	C	.25	.50	1.00
Rival Warlords	C	.25	.50	1.00
Roulette Tank	C	.25	.50	1.00
Sacrificial Doll	R	4.00	6.00	8.00
Sticky Trap Hole	C	.25	.50	1.00
Union Rider	C	.25	.50	1.00
X-Head Cannon	SR	6.00	8.00	10.00
XY-Dragon Cannon	ULT	30.00	35.00	40.00
XYZ-Dragon Cannon	ULT	30.00	40.00	50.00
XZ-Caterpiller Dragon	SEC	20.00	25.00	30.00
Y-Dragon Head	UR	10.00	15.00	20.00
Y-Dragon Head	P	15.00	20.00	25.00
YZ-Caterpiller Dragon	SEC	25.00	30.00	35.00
Z-Metal Caterpillar	SR	6.00	8.00	10:00
Zombie Samurai	C	.25	.50	1.00
Zombie Tiger	C	.25	.50	1.00

YU-GI-OH! (JAPANESE): BOOK PROMOS

KONAMI-1999

Amazon Chain Warrior	UR	10.00	15.00	20.00
Avatar of Apopis	UR	6.00	8.00	10.00
Baphomet	UR	6.00	8.00	10.00
Black Panther Warrior	UR	10.00	12.00	15.00
Chimera–Winged Illusion Beast	UR	2.00	3.00	4.00
Dark Eyed Illusionist	UR	4.00	6.00	8.00
Death Guardius–Masked Beast	UR	6.00	8.00	10.00
Garnishing Elephantus	UR	4.00	6.00	8.00
Gilfer Demon	UR	8.00	10.00	12.00
Harpy Lady	UR	8.00	10.00	12.00
Iron Cage of Nightmare	UR	6.00	8.00	10.00
Legendary Devil	UR	10.00	15.00	20.00
Mask of Last Will and Testament	UR	6.00	8.00	10.00
Multiply	UR	2.00	3.00	4.00
Perfect Defense General	UR	10.00	12.00	15.00
Ritual of Illusion	UR	6.00	8.00	10.00
Rocket Warrior	UR	8.00	10.00	12.00

MAXIMILLION PEGASUS

ブラッド・ヴォルス
攻 1900
守 1200

30 BLOOD VORS

Dark. Beast Warrior. 4/1900/1200

PLAY TIP: Similar to the Gemini Elves, this card is a bit more usable, since there are more cards that reward Dark-Type Monsters, and it's easier to get a hold of.

リミッター解除
【魔法カード】

29 LIMITER REMOVAL

TYPE: Quickplay Magic

EFFECT: Double the attack strength of all of your face-up Machine Sub-Type Monsters on the Field. Destroy all Monsters affected by this effect at the end of the turn.

PLAY TIP: Hold onto it until you can swing for the kill in one shot. That way, the drawback means nothing.

八汰烏
攻 200
守 100

28 YATAGARASU ("Eight Giant Crows")

Air. Winged Beast. Spirit. This card cannot be Special Summoned. Return this card to its owner's hand at the end of a turn in which it was Summoned or Flipped. If this Monster does Battle Damage to your opponent, he or she skips his or her next Draw Phase. 2/200/100

PLAY TIP: Force your opponent to discard from his hand, then use this Monster to prevent him/her from drawing. Restricted to one per deck in Japan.

27 FIBER POD

Earth. Plant. FLIP: Each player shuffles all of his or her cards on the Field, hand and Graveyard into his or her deck, then draws five cards. 3/500/500

PLAY TIP: The ultimate reset button. Wipe everything clear, except for Life Points and Monsters that were removed from the game. Necessary for Exodia decks and anything that relies on a specific combo. Restricted to one per deck in Japan.

26 FORCED TRANSFER

TYPE: Normal Magic

EFFECT: Each player chooses one Monster he or she controls, then exchanges control of that Monster.

PLAY TIP: A modified version of Change of Heart. Use it when each of you has only one Monster. The change is permanent while the Monsters are on the Field. Restricted to one per deck in Japan.

25 PAINFUL CHOICE (j. Distressing Choice)

TYPE: Normal Magic

EFFECT: Choose five cards from your deck. Your opponent chooses one of them, and you put it into your hand. The rest are discarded.

PLAY TIP: Even though your opponent chooses the card, you can pick all Monsters from your deck and then use a revival card on the discards. Restricted to one per deck in Japan.

攻 1000
守 1000

24 INITIATE TROOPS

Earth. Warrior. Tribute this Monster. Destroy one Monster on the Field. 4/1000/1000

PLAY TIP: The evolved Man-Eater Bug. It's better in every single way. Plus, since it's not a Flip effect, you can use it right off the bat. Restricted to one per deck in Japan.

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

Skull Rider	UR	2.00	3.00	4.00
Viser Death—Djinn of Vises	UR	10.00	15.00	20.00
World Reversal	UR	10.00	12.00	15.00

YU-GI-OH! (JAPANESE): DARK CEREMONY PROMOS

KONAMI-2000

Chakra	SR	4.00	6.00	8.00
Devil's Mirror	SR	4.00	6.00	8.00
Javelin Beetle	SR	2.00	3.00	4.00
Ritual of Chaos	SR	10.00	12.00	15.00
Super War Lion	SR	4.00	6.00	8.00
Whale Fortress	SR	4.00	6.00	8.00

YU-GI-OH! (JAPANESE): GAME BOY PROMOS

KONAMI-2000

Acid Pit	UR	6.00	8.00	10.00
Angel's Dice	SR	15.00	20.00	25.00
Anti-Magic Perfume	UR	4.00	6.00	8.00
Aqua's Chorus	UR	10.00	15.00	20.00
Attack Prevention	UR	20.00	25.00	30.00
Battle Armor With Weapons	UR	6.00	8.00	10.00
Big Shield Guard	SR	30.00	35.00	40.00
Black Robed Great Magi	SR	30.00	35.00	40.00
Blood Volth	UR	30.00	35.00	40.00
Chained Boomerang	UR	4.00	6.00	8.00
Circular Destruction	UR	10.00	15.00	20.00
Cyber Bondage	UR	6.00	8.00	10.00
Cybertech Wyvern	UR	40.00	45.00	50.00
Demon's Dice	SR	15.00	20.00	25.00
Dragon Slayer's Sword	UR	10.00	12.00	15.00
Duminus—Valkyrie	SR	20.00	25.00	30.00
Exchange	SR	8.00	10.00	12.00
Fan of Tengu	UR	10.00	12.00	15.00
Force	UR	10.00	15.00	20.00
Gharma Sword	UR	8.00	10.00	12.00
Girford The Lightning	UR	15.00	20.00	25.00
Glay-moya—Almighty Mine	UR	15.00	20.00	25.00
Harpy Feather Broom	UR	50.00	60.00	70.00
Hypnotic Magic	UR	6.00	8.00	10.00
Insect Queen	UR	10.00	12.00	15.00
Ithaqua's Tempest	UR	10.00	12.00	15.00
Killer Snake	UR	8.00	10.00	12.00
Magical Shield For Mechanical Arm	UR	15.00	20.00	25.00
Magnet Warrior Alpha	P	60.00	80.00	100.00
Magnet Warrior Alpha	UR	20.00	25.00	30.00
Magnet Warrior Beta	P	60.00	80.00	100.00
Magnet Warrior Beta	UR	20.00	25.00	30.00
Magnet Warrior Gamma	UR	10.00	15.00	20.00
Oath of Gharma Sword	UR	6.00	8.00	10.00
Salamander	UR	6.00	8.00	10.00
Shiny Castle	UR	10.00	12.00	15.00
Sign of Ancient God	UR	6.00	8.00	10.00
Sky Dragon of Osiris	SR	40.00	45.00	50.00
Sobek's Blessing	UR	4.00	6.00	8.00
Valkyrion—Magnet Warrior	UR	10.00	15.00	20.00
Wyvern Mounted Dragon	UR	8.00	10.00	12.00
Xarian Universe	UR	20.00	25.00	30.00

YU-GI-OH! (JAPANESE): V-JUMP MAGAZINE PROMOS

KONAMI-1999

Axe Wielding Tiger	UR	10.00	15.00	20.00
Black Panther Warrior	UR	6.00	8.00	10.00
Dark Binding	UR	8.00	10.00	12.00
Demonic Rain	UR	4.00	6.00	8.00
Devil's Mirror	UR	8.00	10.00	12.00
Elvish Warrior	UR	10.00	15.00	20.00
Gaia the Fierce Knight	UR	10.00	15.00	20.00
Gazelle King of Illusionary Beast	UR	6.00	8.00	10.00
Magic Lamp	UR	4.00	6.00	8.00
Mega Sonic Eye	UR	10.00	15.00	20.00
Millennium Dragon	UR	15.00	20.00	25.00
Millennium Shield	UR	50.00	60.00	70.00
Mimicking Illusionist	UR	10.00	15.00	20.00
Ra-Djinn Spirit of the Lamp	UR	8.00	10.00	12.00
Razor Pendulum Torture Machine	UR	10.00	15.00	20.00
Ritual of Chaos	UR	10.00	15.00	20.00
Ritual of Devil's Mirror	UR	4.00	6.00	8.00
Ritual of Lion	UR	4.00	6.00	8.00
Ritual of Zera	UR	8.00	10.00	12.00
Scapegoat	UR	10.00	12.00	15.00
Sphere Bomb	UR	10.00	15.00	20.00
Spiritual Mirror	UR	6.00	8.00	10.00
Summoned Skull	UR	15.00	20.00	25.00
Super War Lion	UR	10.00	12.00	15.00
TM-1 Launcher Spider	UR	10.00	15.00	20.00
Wyvern Knight	UR	8.00	12.00	15.00
Yamadoran	UR	10.00	15.00	20.00

Acid Trap Hole

Zera	UR	8.00	10.00	12.00

YU-GI-OH! (JAPANESE): PREMIUM PACK PROMOS

KONAMI-2000

Acid Pit	P	6.00	8.00	10.00
Acid Pit	UR	6.00	8.00	10.00
Blue Eyes Ultimate Dragon	SR	20.00	30.00	40.00
Chained Boomerang	P	6.00	8.00	10.00
Chained Boomerang	UR	4.00	5.00	6.00
Chaos Ritual of Dark Magic	P	10.00	12.00	15.00
Chaos Ritual of Dark Magic	SR	4.00	6.00	8.00
Curtain of Black Magic	UR	4.00	6.00	8.00
Dark Magician	UR	4.00	6.00	8.00
Dark Magician Girl	UR	4.00	6.00	8.00
Deck Destruction Virus	P	6.00	8.00	10.00
Deck Destruction Virus	UR	4.00	6.00	8.00
Evil Knight Dragon	P	10.00	15.00	20.00
Evil Knight Dragon	SR	6.00	8.00	10.00
Fire Winged Pegasus	P	6.00	8.00	10.00
Fire Winged Pegasus	SR	6.00	8.00	10.00
Gate Guardian	P	15.00	20.00	25.00
Gate Guardian	SR	10.00	12.00	15.00
Glay-moya—Almighty Mine	P	6.00	8.00	10.00
Glay-moya—Almighty Mine	UR	2.00	3.00	4.00
Harpy Feather Broom	P	6.00	8.00	10.00
Harpy Feather Broom	UR	2.00	3.00	4.00
Magic Box of Death	UR	3.00	4.00	5.00
Magic Cylinder	UR	2.00	3.00	4.00
Magical Metal Armor	P	6.00	8.00	10.00
Magical Metal Armor	UR	2.00	3.00	4.00
Magician of Dark Chaos	P	6.00	8.00	10.00
Magician of Dark Chaos	SR	10.00	12.00	15.00
Meteor Black Dragon	P	12.00	15.00	18.00
Meteor Black Dragon	SR	10.00	15.00	20.00
Meteor Dragon	P	10.00	15.00	20.00
Meteor Dragon	SR	4.00	6.00	8.00
Millennium Primeval Man	P	10.00	12.00	15.00
Millennium Primeval Man	SR	4.00	6.00	8.00
Millennium Shield	P	6.00	8.00	10.00
Millennium Shield	UR	2.00	3.00	4.00
Red Eyes Black Dragon	P	10.00	15.00	20.00
Red Eyes Black Dragon	UR	6.00	8.00	10.00
Red Eyes Black Metal Dragon	P	8.00	10.00	12.00
Red Eyes Black Metal Dragon	UR	6.00	8.00	10.00
Thousand Knives	UR	4.00	6.00	8.00
Tri-Horned Dragon	P	20.00	25.00	30.00
Tri-Horned Dragon	SR	10.00	15.00	20.00

YU-GI-OH! (JAPANESE): PLAYSTATION PROMOS

KONAMI-2000

Devilzone	UR	35.00	40.00	45.00
Dragon—Harpy's Pet	UR	25.00	35.00	45.00
Legolas Reaper	UR	30.00	35.00	40.00
Magical Metal Armor	UR	30.00	35.00	40.00
Metal Devilzone	SR	60.00	80.00	100.00
Oberon—King of Fairies	UR	20.00	25.00	30.00
Red Eyes Black Metal Dragon	SR	10.00	15.00	20.00
Red Eyes Black Metal Dragon	UR	10.00	15.00	20.00
Zachtraeger Magnet	UR	30.00	35.00	40.00

YU-GI-OH! (JAPANESE): TOKYO DOME PROMOS

KONAMI-2000

Cannon Tumbler	UR	6.00	8.00	10.00

Dancing Elf	UR	10.00	12.00	15.00
Frog Slime	UR	6.00	8.00	10.00
Gate Guardian	UR	50.00	60.00	70.00
Gate Guardian	UR	20.00	30.00	40.00
Magician of Dark Chaos	UR	4.00	6.00	8.00
Meteor Dragon	UR	6.00	8.00	10.00
Queen of the Cosmos	UR	10.00	15.00	20.00
Time Wizard	SR	3.00	4.00	5.00
Tri-Horned Dragon	UR	125.00	150.00	175.00
Touro-Purun	UR	10.00	15.00	20.00

YU-GI-OH! (JAPANESE): VOLUME PREVIEW SETS

KONAMI-1999

Acid Storm	R	4.00	5.00	6.00
Anger	SR	6.00	8.00	10.00
Black Demon's Dragon	P	20.00	25.00	30.00
Black Demon's Dragon	UR	10.00	12.00	15.00
Blade Fly	R	4.00	5.00	6.00
Book of Arcane Magic	R	4.00	5.00	6.00
Breath of God	R	4.00	5.00	6.00
Call from Darkness	R	6.00	8.00	10.00
Catapult Turtle	SR	6.00	8.00	10.00
Change of Heart	UR	4.00	6.00	8.00
Deathbed Gift	SR	10.00	12.00	15.00
Elvish Warrior	SR	10.00	15.00	20.00
Eternal Drought	R	4.00	5.00	6.00
Fissure	SR	3.00	4.00	5.00
Funeral Gift	P	20.00	25.00	30.00
Funeral Gift	UR	10.00	12.00	15.00
Gaia the Fierce Knight	UR	10.00	15.00	20.00
Goblin Highway Robber	SR	4.00	5.00	6.00
Hane Hane	SR	3.00	4.00	5.00
Holy Doll	R	4.00	5.00	6.00
Holy Magician	SR	10.00	15.00	20.00
Horn of Ascension	UR	6.00	8.00	10.00
Jovial Undertaker	UR	6.00	8.00	10.00
Kaleidoscope	UR	10.00	15.00	20.00
Kuri-bo	C	6.00	8.00	10.00
Laser Cannon Armor	R	4.00	5.00	6.00
Magical Jamming	UR	10.00	15.00	20.00
Millennium Dragon	P	20.00	25.00	30.00
Millennium Dragon	SEC	10.00	15.00	20.00
Mira the Radiant	SR	6.00	8.00	10.00
Pit Trap	SR	3.00	4.00	5.00
Pit Trap	SR	3.00	4.00	5.00
Power of Poseidon	R	4.00	5.00	6.00
Revolver Dragon	UR	10.00	15.00	20.00
Right Hand Shield & Left Hand Sword	UR	10.00	12.00	15.00
Road Kaiser	R	4.00	5.00	6.00
Shadow Ghoul	SR	3.00	4.00	5.00
Star Boy	R	4.00	5.00	6.00
Superstar	R	4.00	5.00	6.00
Sword of Legend	R	4.00	5.00	6.00
Thorny Gel Pesticide	R	4.00	5.00	6.00
Tools of the Bandit	UR	10.00	15.00	20.00
Tooth of Beast	R	4.00	5.00	6.00
Two-Headed Thunder Dragon	UR	6.00	8.00	10.00
Warrior From Another Dimension	SR	10.00	15.00	20.00
Warrior Obliteration	R	4.00	5.00	6.00

YU-GI-OH! (JAPANESE): MISCELLANEOUS PROMOS

KONAMI-1999

Afternoon Fire	C	.25	.35	.50
Ancient Elf	C	.25	.35	.50
Ancient Spyglass	C	.25	.35	.50
Angel's Almsgiving	C	.25	.35	.50
Angel's Almsgiving	C	.25	.35	.50
Angel's Dice	C	.25	.35	.50
Angelic Mirror	C	.25	.35	.50
Apostle of Extermination	C	.25	.35	.50
Apostle of Obliteration	C	.25	.35	.50
Apostle of Obliteration	C	.25	.35	.50
Apostle of Obliteration	C	.25	.35	.50
Armored Gargoyle	C	.25	.35	.50
Armored Gargoyle	C	.25	.35	.50
Armored Lizard	C	.25	.35	.50
Assassin	C	.25	.35	.50
Attack Prevention	C	.25	.35	.50
Awakening	C	.25	.35	.50
Axe Raider	C	.25	.35	.50
Axe Wielding Tiger	C	.25	.35	.50
Baby Dragon	C	.25	.35	.50
Baby Dragon in Shell	C	.25	.35	.50
Baphomet	C	.25	.35	.50
Baron of the Evil Sword	C	.25	.35	.50
Bastard Blade	C	.25	.35	.50
Berserker	C	.25	.35	.50
Black Dust Plague	C	.25	.35	.50
Black Forest Witch	C	.25	.35	.50
Black Forest Witch	C	.25	.35	.50
Black Panther Warrior	UR	2.00	3.00	4.00
Black Shadow Ogre	C	.25	.35	.50
Blood Volth	C	2.00	3.00	4.00

BLUE-EYES WHITE DRAGON

お注射天使リリー
攻 400
守 1500

23 LILLY THE INJECTION ANGEL

Earth. Spellcaster. During your or your opponent's Damage Step, you may pay 2000 Life Points to increase this Monster's ATK by 3000 for the Damage Step. 3/400/1500

PLAY TIP: An unassuming, "cute" card that has won games with swift attacks. Partner it with a life-gaining deck, and this nurse can end games before they even begin. (She even says "I'll inject you!" in the animated series). Restricted to one per deck in Japan.

22 THUNDER BREAK

TYPE: Normal Trap

EFFECT: Discard one card from your hand. Destroy one card on the Field.

PLAY TIP: One of the most useful cards to come along in a while. Unlike Tribute to the Doomed (which can only destroy a Monster), this card can destroy ANY card on the Field, which includes Magic and Trap cards. It can't negate any Magic or Traps cards that your opponent plays, however.

クリッター
攻 1000
守 600

20 SANGAN (j. Critter)

Dark. Fiend. If this Monster goes to the Graveyard from the Field, put a Monster with an ATK of 1500 or less from your deck into your hand. 4/1000/600

PLAY TIP: Though this card can only go for lower attack strength Monsters, this isn't so bad; you can use it to fetch useful Monsters like Magician of Faith, or even a Witch of the Black Forest. Restricted to two per deck in Japan.

人造人間―サイコ・ショッカー
攻 2400
守 1500

19 JINZO (j. Psycho Shocker the Android)

Dark. Machine. While this card is face-up on the Field, Trap cards cannot be activated, and the effects of Trap cards are negated. 6/2400/1500

PLAY TIP: Another overpowered card. Putting this guy on the Field is almost spelling doom for your opponent. No Trap cards can be used (including your own). Restricted to one per deck in Japan.

攻 1100
守 1200

18 WITCH OF THE BLACK FOREST (j. Black Forest Witch)

Dark. Spellcaster. If this Monster goes to the Graveyard from the Field, put a Monster with a DEF of 1500 or less from your deck into your hand. 4/1100/1200

PLAY TIP: A card that should be placed in every deck. Since most powerful Monsters have a low defense strength, the Witch can fetch them from your deck with ease. And it works if the Witch is destroyed in an attack, or even by a Magic card effect. Restricted to one per deck in Japan.

21 MAGIC JAMMER (j. Magic Jammer)

TYPE: Counter Trap

EFFECT: Discard one card from your hand. Negate and destroy a Magic card that was played.

PLAY TIP: One simple negation card that is needed in every deck. This card stops some of the big Magic cards that can shut down your plans. Save them for Raigeki, Dark Hole and Monster Reborn.

17 PREMATURE BURIAL (j. Early Burial)

TYPE: Equipment Magic

EFFECT: Pay 800 Life Points. Choose one Monster in your Graveyard and put it on the Field in attack mode with this card Equipped on it. If this card is destroyed, destroy the Equipped Monster.

PLAY TIP: Another of the alternatives to Monster Reborn. Use the Monster for Tributes, or bring back a big Monster you discarded. Restricted to one per deck in Japan.

YU-GI-OH! PRICE GUIDE

THE COMPLETE LISTINGS OF EVERY YU-GI-OH! CARD

Blue Eyes Toon Dragon	C	4.00	6.00	8.00
Blue Eyes White Dragon	C	2.00	3.00	4.00
Blue Eyes White Dragon	UR	10.00	12.00	15.00
Blue Eyes White Dragon	UR	10.00	12.00	15.00
Blue Eyes White Dragon (Chinese)	C	4.00	6.00	8.00
Blue Eyes White Dragon (English)	C	8.00	10.00	12.00
Book of Arcane Magic	C	.25	.35	.50
Call of Living Dead	C	.25	.35	.50
Card Obliteration	UR	4.00	6.00	8.00
Castle	C	.25	.35	.50
Centaur	C	.25	.35	.50
Chained Boomerang	C	.25	.35	.50
Change of Heart	C	2.00	3.00	4.00
Change of Heart	C	2.00	3.00	4.00
Change of Heart	C	2.00	3.00	4.00
Chaos Pod	C	.25	.35	.50
Chaos Ritual of Black Magic	C	.25	.35	.50
Chimera–Winged Illusion Beast	C	.25	.35	.50
Circular Destruction	C	.25	.35	.50
Command Knight	UR	6.00	8.00	10.00
Critter	C	.25	.35	.50
Critter	C	.25	.35	.50
Critter	C	.25	.35	.50
Cross Souls	C	.25	.35	.50
Cross Souls	C	.25	.35	.50
Cross Souls	SEC	4.00	6.00	8.00
Curse of Dragon	C	.25	.35	.50
Curse of Pentagram	C	.25	.35	.50
Curse of Perversity	C	.25	.35	.50
Cyber Pod	C	.25	.35	.50
Cyclone	C	.25	.35	.50
Cyclops	C	.25	.35	.50
Dark Assassin	C	.25	.35	.50
Dark Binding	C	.25	.35	.50
Dark Eyed Illusionist	C	.25	.35	.50
Dark Hole	C	.25	.35	.50
Dark Hole	C	.25	.35	.50
Dark Hole	C	.25	.35	.50
Dark Hole	C	.25	.35	.50
Dark Magician	C	.25	.35	.50
Dark Magician	UR	4.00	6.00	8.00
Dark Magician	UR	4.00	6.00	8.00
Dark Magician Girl	SR	10.00	12.00	15.00
Dark Magician Girl	VR	400.00	600.00	800.00
Dark Rabbit	C	.25	.35	.50
Darkness	C	.25	.35	.50
Darkness Energy	C	.25	.35	.50
Death Satan Greater Demon	C	.25	.35	.50
Death Sorcerer	C	.25	.35	.50
Deathbed Gift	C	.25	.35	.50
Deck Destruction Virus	C	.25	.35	.50
Demon's Axe	C	.25	.35	.50
Demon's Dice	C	.25	.35	.50
Demonic Scout	C	.25	.35	.50
Desert Twister	C	.25	.35	.50
Destruction Sword of Darkness	C	.25	.35	.50
Devil Dragon	C	.25	.35	.50
Dian-keta God of Healing	C	.25	.35	.50
Diffusion	C	.25	.35	.50
Disengage Trap	C	.25	.35	.50
Doma the Angel of Death and Silence	C	.25	.35	.50
Draconum	C	.25	.35	.50
Dragon Zombie	C	.25	.35	.50
Dragon's Pot	C	.25	.35	.50
Dragon's Pot	C	.25	.35	.50
Dream Clown	C	.25	.35	.50
Early Burial	C	.25	.35	.50
Early Burial	C	.25	.35	.50
Elvish Warrior	C	.25	.35	.50
Erase Magic	C	.25	.35	.50
Erase Magic	C	.25	.35	.50
Evil God of a Thousand Eyes	C	.25	.35	.50
Evil Swamp	C	.25	.35	.50
Evil Wurm Beast	C	.25	.35	.50
Evil Wurm Beast	C	.25	.35	.50
Eye of Truth	C	.25	.35	.50
Eye of Truth	C	.25	.35	.50
Fair and Square	C	.25	.35	.50
Fake Trap	C	.25	.35	.50
Falcon Knight	C	.25	.35	.50
Fatal Divination	C	.25	.35	.50
Fissure	C	.25	.35	.50
Fissure	C	.25	.35	.50
Fissure	C	.25	.35	.50
Forcefield	C	.25	.35	.50
Forcefield	C	.25	.35	.50
Frankendevil	C	.25	.35	.50
Fusionist	C	.25	.35	.50
Fusionist	C	.25	.35	.50
Gadjet Soldier	C	.25	.35	.50
Gaia the Fierce Knight	C	.25	.35	.50
Gaia Whirling Darkness Knight	UR	4.00	6.00	8.00
Galuzas	C	.25	.35	.50
Gargoyle	C	.25	.35	.50
Gazelle King of Illusionary Beast	C	.25	.35	.50
Gia Freed Iron Knight	C	.25	.35	.50
Giant Growth	C	.25	.35	.50
Gila-Saur	C	.25	.35	.50
Gilfer Demon	C	.25	.35	.50
Glories of King's Right Hand	C	.25	.35	.50
Goblin Charging Team	C	.25	.35	.50
Goddess of Reversal	C	.25	.35	.50
Goddess of the Mind's Eye	C	.25	.35	.50
Golem of Destruction	C	.25	.35	.50
Grassland	C	.25	.35	.50
Graverobber	C	.25	.35	.50
Great White	C	.25	.35	.50
Greedy Battle	C	.25	.35	.50
Greedy Battle	C	.25	.35	.50
Greedy Pot	C	.25	.35	.50
Gremlin	C	.25	.35	.50
Hand Obliteration	C	.25	.35	.50
Hane Hane	C	.25	.35	.50
Holy Doll	C	.25	.35	.50
Holy Doll	C	.25	.35	.50
Holy Elf	C	.25	.35	.50
Holy Elf's Blessing	C	.25	.35	.50
Holy Light	C	.25	.35	.50
Holy Magician	C	.25	.35	.50
Huge Mouse	C	.25	.35	.50
Hurricane	C	.25	.35	.50
Hurricane	C	.25	.35	.50
Hurricane	C	.25	.35	.50
Hypnotic Magic	C	.25	.35	.50
Illusionary Wall	C	.25	.35	.50
Illusionist	C	.25	.35	.50
Illusionist	C	.25	.35	.50
Inexperienced Secret Agent	C	.25	.35	.50
Iron Cage of Nightmare	C	.25	.35	.50
Iron Golem	C	.25	.35	.50
Judge	SR	2.00	3.00	4.00
Judge	SR	2.00	3.00	4.00
Kaiser Seahorse	UR	12.00	15.00	18.00
Karate Man	C	.25	.35	.50
Karma	C	.25	.35	.50
Killer Crow	C	.25	.35	.50
Killer Tomato	C	.25	.35	.50
Kingdom	C	.25	.35	.50
Kuri-bo	C	.25	.35	.50
La Djinn Mystical Genie of the Lamp	C	.25	.35	.50
Landstar Warrior	SR	2.00	3.00	4.00
Last Will and Testament	C	.25	.35	.50
Life Draining Machine	C	.25	.35	.50
Lord of Dragons	C	.25	.35	.50
Lord of Dragons	P	8.00	10.00	12.00
Lord of Dragons	SEC	4.00	6.00	8.00
Lord of Dragons	UR	4.00	6.00	8.00
Lucifer–Nightmare Temptor	C	.25	.35	.50
Lute of Dragon Calling	C	.25	.35	.50
Lute of Dragon Calling	P	4.00	6.00	8.00
Lute of Dragon Calling	SEC	2.00	3.00	4.00
Lute of Dragon Calling	UR	2.00	3.00	4.00
Mage-Spawn Hunter	C	.25	.35	.50
Magic Box of Death	C	.25	.35	.50
Magic Cylinder	C	.25	.35	.50
Magic Lamp	C	.25	.35	.50
Magical Ghost	C	.25	.35	.50
Magical Jamming	C	.25	.35	.50
Magical Shield For Mechanical Arm	C	.25	.35	.50
Magical Top Hat	C	.25	.35	.50
Magician of Dark Chaos	C	.25	.35	.50
Magnet Warrior Alpha	C	.25	.35	.50
Magnet Warrior Beta	C	.25	.35	.50
Magnet Warrior Gamma	C	.25	.35	.50
Makyura the Executioner	UR	8.00	10.00	12.00
Mammoth's Graveyard	C	.25	.35	.50
Man-eater Bug	C	.25	.35	.50
Man-eater Bug	C	.25	.35	.50
Master an Expert	C	.25	.35	.50
Meddling Elvish Warrior	UR	2.00	3.00	4.00
Mermaid Archer	C	.25	.35	.50
Messenger of Peace	C	.25	.35	.50
Meteor Strike	C	.25	.35	.50
Millennium Dragon	C	.25	.35	.50
Mimic	C	.25	.35	.50
Mimicking Illusionist	C	.25	.35	.50
Minotaur	C	.25	.35	.50
Minotaur	UR	2.00	3.00	4.00
Miria the Radiant	C	.25	.35	.50
Multiply	C	.25	.35	.50
Mysterious Puppet Master	C	.25	.35	.50
Nameless Evil Warrior	C	.25	.35	.50
Needle Worm	C	.25	.35	.50
Neo The Magical Warrior	C	.25	.35	.50
Nightmare The Dark God	C	.25	.35	.50
No-Face the Illusionist	C	.25	.35	.50
Old Stern Wizard	C	.25	.35	.50
Pale Beast	C	.25	.35	.50
Parrot Dragon	C	.25	.35	.50
Penguin Soldier	C	.25	.35	.50
Penguin Soldier	C	.25	.35	.50
Pillage	C	.25	.35	.50
Pillage	C	.25	.35	.50
Pit Trap	C	.25	.35	.50
Pit Trap	C	.25	.35	.50
Pit Trap	SR	4.00	6.00	8.00
Podman	C	.25	.35	.50
Polymerization	C	4.00	6.00	8.00
Polymerization	C	4.00	6.00	8.00
Polymerization	C	4.00	6.00	8.00
Polymerization	C	4.00	6.00	8.00
Power of Gaea	C	.25	.35	.50
Power of Gaea	C	.25	.35	.50
Psycho Shocker–Android	C	.25	.35	.50
Raise Dead	C	.25	.35	.50
Raise Dead	C	.25	.35	.50
Raise Dead	C	.25	.35	.50
Raise Dead	C	.25	.35	.50
Red Eyes Black Dragon	C	8.00	10.00	12.00
Reinforcement	C	.25	.35	.50
Reinforcing Troops	C	.25	.35	.50
Right Hand Shield & Left Hand Sword	C	.25	.35	.50
Ritual of Illusion	C	.25	.35	.50
Rock Golem	C	.25	.35	.50
Rock Golem	C	.25	.35	.50
Rock Ogre	C	.25	.35	.50
Rocket Warrior	C	.25	.35	.50
Road Kaiser	C	.25	.35	.50
Raiz	C	.25	.35	.50
Raiz	C	.25	.35	.50
Sacrifice	C	.25	.35	.50
Saggy the Darkness Clown	C	.25	.35	.50
Sailing for Kingdom	C	.25	.35	.50
Savage Tempest	C	.25	.35	.50
Savage Tempest	C	.25	.35	.50
Scapegoat	C	.25	.35	.50
Senju God	C	.25	.35	.50
Shadow Grave	C	.25	.35	.50
Shift Change	C	.25	.35	.50
Shiny Castle	C	.25	.35	.50
Silver Fang	C	.25	.35	.50
Silver Fang	C	.25	.35	.50
Sky Hunter	C	.25	.35	.50
Sonic Bird	C	.25	.35	.50
Summoned Skull	C	8.00	10.00	12.00
Surrounded!	C	.25	.35	.50
Sword of Sealing	C	4.00	6.00	8.00
Sword Stalker of Revenge	C	.25	.35	.50
Terra Greater Demon	C	.25	.35	.50
Thousand Eye Sacrifice	C	.25	.35	.50
Thunderbolt	C	2.00	3.00	4.00
Time Bomber	C	.25	.35	.50
Time Magician	C	.25	.35	.50
Toon–Alligator	C	.25	.35	.50
Toon–Baby Dragon in Shell	C	.25	.35	.50
Toon–Cannon Soldier	UR	4.00	6.00	8.00
Toon Defense	C	.25	.35	.50
Toon–Demon	C	.25	.35	.50
Toon–Gemini Elf	UR	10.00	12.00	15.00
Toon–Goblin Charging Team	C	.25	.35	.50
Toon Index	SR	4.00	6.00	8.00
Toon–Masked Magician	C	.25	.35	.50
Toon Mermaid	C	.25	.35	.50
Toon World	C	.25	.35	.50
Trap Master	C	.25	.35	.50
Ultimate The Gladiator	C	.25	.35	.50
Valkyrion–Magnet Warrior	C	.25	.35	.50
Vampire Lord	UR	4.00	6.00	8.00
Vasago God of Destruction	C	.25	.35	.50
Vendetta	C	.25	.35	.50
Vendetta	C	.25	.35	.50
Vendetta	C	.25	.35	.50
Warrior of Sun	UR	4.00	6.00	8.00
Wild Raptor	C	.25	.35	.50
Wurm Hole	C	.25	.35	.50
Wyvern Knight	C	.25	.35	.50
Wyvern Mounted Dragon	C	.25	.35	.50
Wyvern–Stronghold Guardian	SR	4.00	6.00	8.00

DARK MAGICIAN

リビングデッドの呼び声
罠

16 CALL OF THE HAUNTED (j. Cry of the Living Dead)

TYPE: Continuous Trap

EFFECT: Choose one Monster in your Graveyard and Special Summon it to the Field in attack mode. If this card leaves the Field, destroy that Monster. If that Monster is destroyed, destroy this card.

PLAY TIP: This Monster is best used for Tribute purposes. Or, if a Monster has been destroyed during Battle with Mirror Force, just use this card to bring it back and attack! Restricted to one per deck in Japan.

15 DESTRUCTION RING

TYPE: Normal Trap

EFFECT: Destroy a face-up Monster on the Field. Do damage to each player equal to the ATK of that Monster.

PLAY TIP: Direct damage, even though it's to yourself as well. Best use it when you attack directly with a big Monster, then use the Ring on it to do more damage. Or use it in a Chain if your Monster is about to be destroyed. Restricted to one per deck in Japan.

14 SNATCH STEAL (j. Theft)

TYPE: Equipment Magic

EFFECT: Gain control of the Equipped Monster. During your opponent's Standby Phase, he or she gains 1000 Life Points.

PLAY TIP: Even though it's the sister to Change of Heart, it doesn't work as well. Since it's an Equipment card, you can't use it on face-down Monsters, and your opponent gains 1000 Life Points during each of his or her Standby Phases. Restricted to one per deck in Japan.

サイバーポッド
闇
900
900

13 CYBER JAR (j. Cyber Pod)

Dark. Rock. FLIP: Destroy all Monsters on the Field. Each player reveals the top five cards of his or her deck. Any of those cards that are Level 4 or less Monsters are placed on the Field in face-up attack mode, or face-down defense mode. The rest go into your hand. 3/900/900.

PLAY TIP: It's got a built-in Dark Hole and can refresh your hand. But if it's destroyed by a Raigeki, it won't go off. Restricted to one per deck in Japan.

12 IMPERIAL DECREE

TYPE: Continuous Trap

EFFECT: All effects of Magic cards are negated. During your Standby Phase, pay 700 Life Points or destroy this card.

PLAY TIP: A terribly overpowered card. It's basically a "free" Magic Jammer (though Imperial Decree isn't a Counter Trap). That should tell you how powerful it is. And you aren't forced to pay the Life Points during your Standby Phase if you don't want. Restricted to one per deck in Japan.

11 HEAVY STORM (j. Tempest)

TYPE: Normal Magic

EFFECT: Destroy all Magic and Trap cards on the Field.

PLAY TIP: The "Dark Hole" of Magic/Trap removal. This one wipes the WHOLE Field, including your own Magic and Traps. Use it when you have no Magic/Traps, then place your Traps afterward. Restricted to one per deck in Japan.

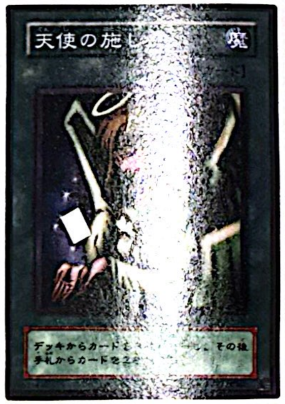
聖なるバリアーミラーフォース-
罠

10 MIRROR FORCE (j. Holy Barrier - Mirror Force)

TYPE: Normal Trap

EFFECT: Activate when your opponent attacks with a Monster. Destroy all of your opponent's Monsters that are in attack mode.

PLAY TIP: Nuke all of your opponenet's Monsters that are in attack mode. Not a bad card. It's prone to being destroyed by Magic/Trap removal, however.



09 ANGEL'S GIFT

TYPE: Normal Magic

EFFECT: Draw three cards, then discard two cards from your hand.

PLAY TIP: Usable in nearly every deck out there. And every deck NEEDS it. Though dropping two cards from your hand is a drawback, you can always choose to discard a high-level Monster, then use Monster Reborn on it. Restricted to two per deck in Japan.

08 CHANGE OF HEART (j. Change of Heart)

TYPE: Normal Magic

EFFECT: Gain control of one of your opponent's Monsters until the end of the turn.

PLAY TIP: Key card in every deck, whether you need it for an effect or quick damage. Best used for Tribute Summons, to get that Summoned Skull out without Tributing any of your own Monsters. Restricted to one per deck in Japan.

07 HARPIE'S FEATHER DUSTER (j. Harpie's Feather Sweep)

TYPE: Normal Magic

EFFECT: Destroy all of your opponent's Magic and Trap cards on the Field.

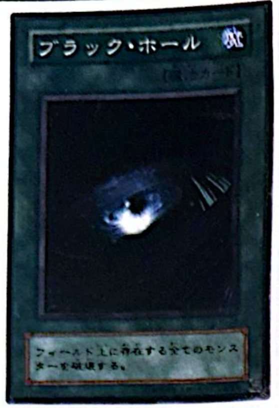
PLAY TIP: The "Raigeki" against Magic and Trap cards. Use it before attacking to get rid of any chance that he'll use Trap cards to destroy your Monsters. Restricted to one per deck in Japan.

06 MONSTER REBORN (j. Raise Dead)

TYPE: Normal Magic

EFFECT: Choose one Monster in your Graveyard or your opponent's Graveyard and Special Summon it to the Field under your control.

PLAY TIP: It's in every deck. Take a Monster from your Graveyard or your opponent's, and use it as you wish, even those you discarded (with certain conditions). Restricted to one per deck in Japan.



05 DARK HOLE (j. Black Hole)

TYPE: Normal Magic

EFFECT: Destroy all Monsters on the Field.

PLAY TIP: Some people consider it a bad idea to use, but the solution is simple: use it during a situation when it only harms your opponent. If you have no Monsters, it's like a second Raigeki. Restricted to one per deck in Japan.

04 SWORDS OF REVEALING LIGHT (j. Sealing Swords of Light)

TYPE: Normal Magic

EFFECT: Your opponent cannot attack for three turns. Turn all of your opponent's Monsters face-up when this card is played.

PLAY TIP: Stopping your opponent from attacking for three turns is invaluable for any deck to get their main combos off, especially for Exodia decks. Restricted to one per deck in Japan.

03 MAGIC CYLINDERS

TYPE: Normal Magic

EFFECT: Activate when your opponent attacks with a Monster. Negate that attack, and do damage to your opponent equal to that Monster's ATK.

PLAY TIP: One of the most overpowered cards in *Yu-Gi-Oh!* Not only does it negate an attack, it also does direct damage to your opponent. It's just that your opponent must attack in order for you to use it. Restricted to one per deck in Japan.

02 RAIGEKI (j. Thunder Bolt)

TYPE: Normal Magic

EFFECT: Destroy all of your opponent's Monsters on the Field.

PLAY TIP: One of the best cards in the game. Even if your opponent has an army of Monsters marching your way, this card will sweep them away. Needed in every deck. Restricted to one per deck in Japan.

01 POT OF GREED (j. Jar of Greed)

TYPE: Normal Magic

EFFECT: Draw two cards from your deck.

PLAY TIP: Two free cards; no drawbacks. A necessity in every deck. Restricted to one per deck in Japan.

Freelance writer Edward T. Hrzic III had to play a game using every Japanese card ever made to compile this list. The game took four months.

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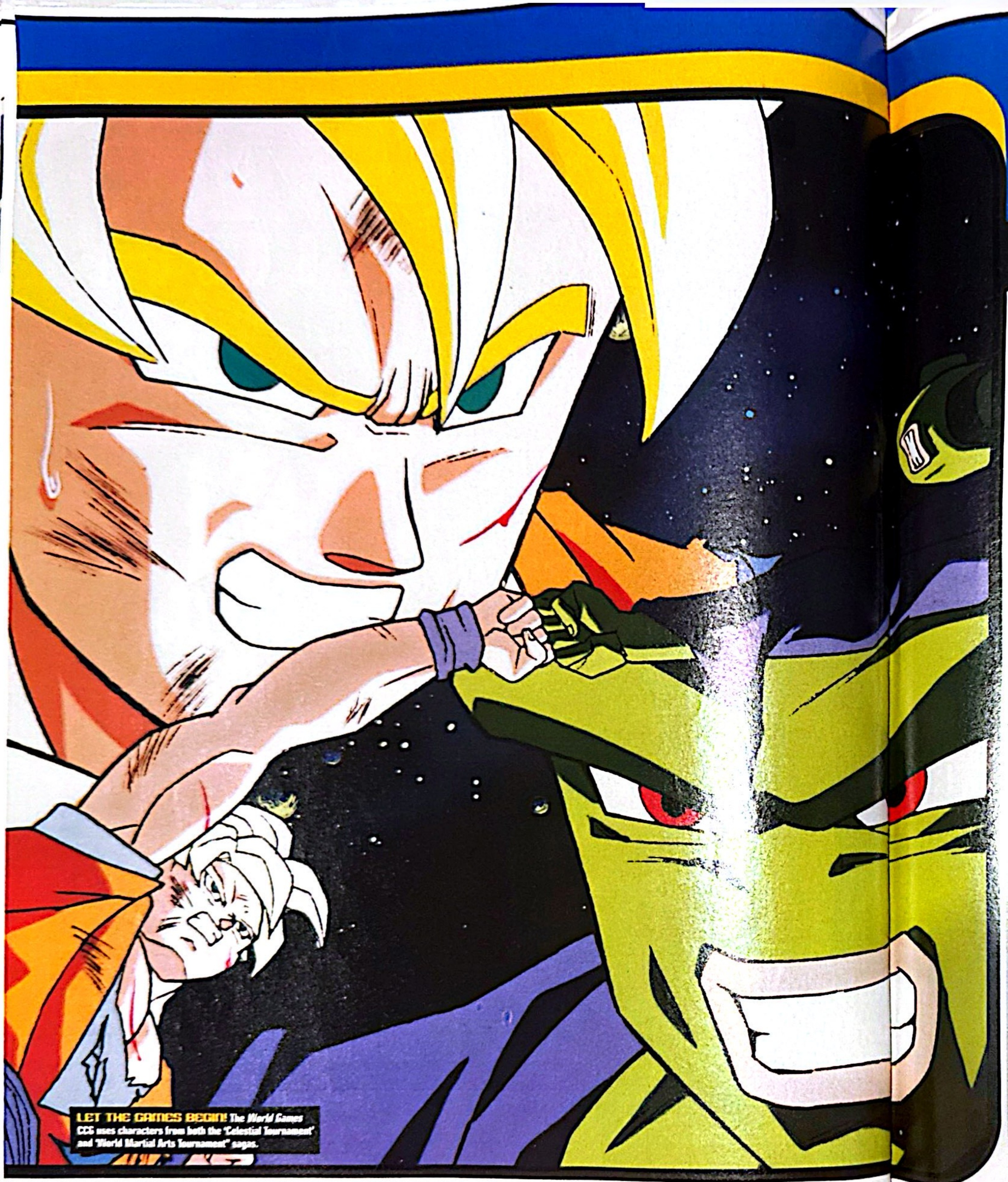


LET THE GAMES BEGIN! The *World Games* CCG uses characters from both the "Celestial Tournament" and "World Martial Arts Tournament" sagas.

KINGS OF THE WORLD

BY ISRAEL QUIROZ

THE TOP 15 CARDS OF THE LATEST DRAGON BALL Z CCG SET: THE WORLD GAMES SAGA!

The *Dragon Ball Z CCG* is reaching a higher level with the release of its *World Games Saga*. There are 10 new starter deck personalities with unique powers, new Masteries, and who could forget about the brand new mechanic in this set? The *World Games Saga* introduces a new mechanic called sensei decks. Sensei decks allow you to prepare against those decks everyone seems to be playing by having up to 13 cards that you can add to your deck when facing certain decks. The *World Games Saga* is based on the Celestial Tournament Goku enters to challenge heroes from the past and from planets all over the universe and the World Martial Arts Tournament. Which is why you'll see personalities never seen before and more heroes that you could ever imagine...but you'll also be able to find those characters everyone's been waiting for, like Videl, Goten and Kid Trunks. Make sure to look for them this October.

15. BLUE ENERGY TRANSFORMATION

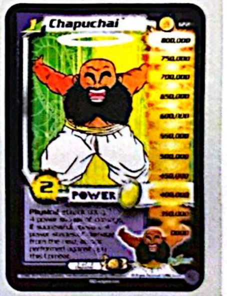
Blue Energy Transformation
Energy Combat

WHY IT'S COOL: It's an energy attack for five life cards, raises your anger and also lets you search your deck for a battleground and place it in play.

PLAY TIP: This card works well in anger decks because non-combat cards are anger's weakness and there are some Battlegrounds that take care of those pesky non-combat cards for you.

INSIDE INFO: This card used to be for Arqua only, but after play testing it was changed.

14. CHAPUCHAI, THE TINY



WHY IT'S COOL: This guy doesn't only stop two of your opponent's physical attacks—he also lets you recover four cards from your discard pile.

PLAY TIP: Try using him as an ally, because once you get him in play, your opponent will never be able to hit you with a physical attack.

INSIDE INFO: The power for this card used to be a physical attack that you could use four times per Combat, but that was simply too strong.

13. SOUTH KAI SENSEI

South Kai Sensei

WHY IT'S COOL: The ability to start the game with an ally in play is amazing in any beatdown deck.

PLAY TIP: If you're using a Goku or Gohan deck, use this card to get Chichi level one from the *Saiyan Saga*. She stops a physical attack performed against Goku or Gohan once per Combat.

INSIDE INFO: The sensei deck size for this card used to be 10, but the R&D team felt that made this card stronger than the other senseis.

12. NAMEKIAN HEAT SEEKING BLAST

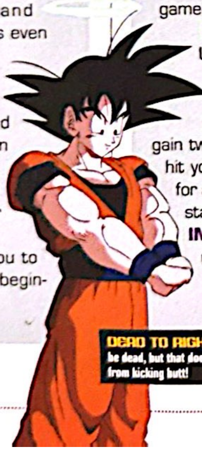
Namekian Heat Seeking Blast
Energy Combat

WHY IT'S COOL: This card is great because even if your opponent stops it, he'll lose four cards from his life deck.
PLAY TIP: Try using this card with Nail from the *Frieza Saga*; his level one power makes your opponent discard three life cards even if stopped. You'll run your opponent out of cards without him being able to do anything about it.
INSIDE INFO: This card used to cost six power stages but it wasn't removed from the game.

9. ORANGE STYLE MASTERY

Orange Style Mastery
Mastery

WHY IT'S COOL: This card is just like having a drill in play—it allows all of your physical attacks to do +2 power stages of damage and sometimes even more.
PLAY TIP: Use this card with a main personality with high power stages. The stronger your main personality is, the more damage your physical attacks will do.
INSIDE INFO: This card used to allow you to play three drills from your life deck at the beginning of the game.



DEAD TO RIGHTS Goku may be dead, but that doesn't stop him from kicking butt!

11. MAJIN VEGETA, THE DARK PRINCE

Majin Vegeta, the Dark Prince

WHY IT'S COOL: This card is not only the best-looking card in the set, it also comes with a power that will hit your opponent for five stages *and* discard all allies in play.
PLAY TIP: Use this card in a heavy and pure physical beat-down deck. Make sure you apply a lot of pressure by playing one physical attack after another.
INSIDE INFO: This card was left out of the checklist to surprise the players the first time they saw it.

8. RED DOUBLE STRIKE

Red Double Strike
Combat

WHY IT'S COOL: This is only the second card ever that allows you to gain two anger. It doesn't even remove itself from the game!
PLAY TIP: Use this card in red anger decks; you could gain two anger and hit your opponent for a lot of power stages after you gain a personality level.
INSIDE INFO: If successful, this card can be used a second time.

10. NAMEKIAN COMBO

Namekian Combo
Physical Combat

WHY IT'S COOL: This attack gives you the ability to hit your opponent three times; it's like having three attacks in your hand at the same time.
PLAY TIP: Use this card with a few drills that allow your physical attacks to do more power stages of damage. You'll be able to hit your opponent for more than just nine power stages.
INSIDE INFO: This card used to be a combat card that allowed you to use an attack twice per combat.

7. THE MIDDLE OF NOWHERE

WHY IT'S COOL: In the right deck, this card pretty much makes all of your attacks do +3 power stages of damage. It doesn't have a drawback.
PLAY TIP: This card has a lot of potential because all you have to do is use a lot of attacks with the word "Majin" in the title to make it work.
INSIDE INFO: This battleground used to be for Majins only, but according to the R&D team that just wasn't fair for the heroes.

The Middle of Nowhere
Location

MASTER MIND!

TEN KILLER TIPS TO MEMORIZE, AND BEAT ALL YOUR FRIENDS!

KNOW YOUR CARDS.
One of the best things you can ever do is learn what all the cards in the game do. This will help your deck-building skills and to figure out your opponent's deck.

FOCUS YOUR DECK.
Figure out what you want your deck to do and how you are going to win. This is the first thing you should always do when building a deck.

KEEP YOUR EYES OPEN.
Always check to see what's on the board and remember to check your discard pile and your opponent's because that might affect what you're trying to do.

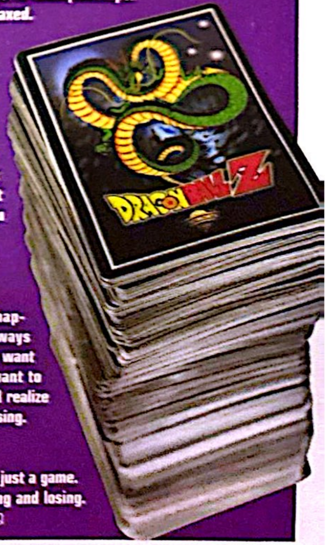
KNOW THE META-GAME.
Figure out what the dominant deck in your local area is and make sure you have some way to deal with it. Add three to four cards that will help you beat that type of deck, in case you run into it.

FIND YOUR WEAKNESS.
Figure out what your deck is weak against. Knowing this will help you cover your weaknesses and it will show you what you need to prepare against.

KNOW THE RULES.
Knowing is half the battle, always make sure you know the current rulings and how all the cards work so you won't run into any surprises during the tournament.

WORK UNDER PRESSURE.
It doesn't matter whether this is just a local tournament or the final game of the world championships. Always stay cool and relaxed.

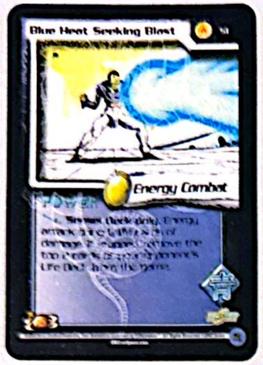
PLAN AHEAD.
Before you do anything, figure out what you're trying to accomplish for that turn. This way you'll always know what to do next. You never want to leave anything out because that can cost you the game.



CHECK YOUR DECK.
Trust us, because it's happened to us before. Always make sure all cards you want are there—you don't want to build up for a combo and realize the card you need is missing.

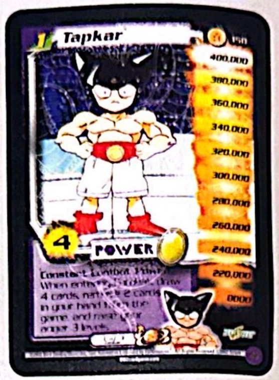
HAVE FUN.
Never forget that this is just a game. It's not just about winning and losing. It's about having fun. ■ IQ

5. BLUE HEAT SEEKING BLAST



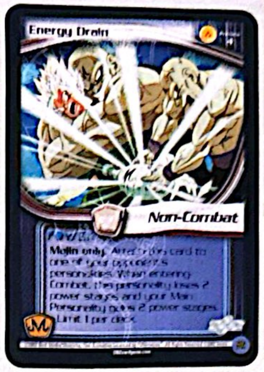
WHY IT'S COOL: This card's ability to remove the top two cards of your opponent's life deck from the game is what makes it so great.
PLAY TIP: This card works well against Dragon Ball decks because it will hit your opponent for six life cards and allow you to either steal a Dragon Ball or remove a Dragon Ball from your opponent's life deck.
INSIDE INFO: The only change made to this card was that it was limited to Sensei decks only.

5. TAPKAR



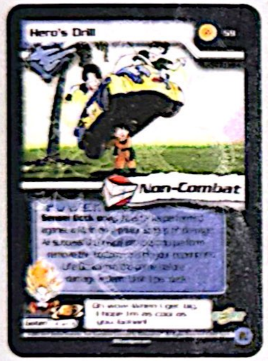
WHY IT'S COOL: This little mouse is the best level one character because he allows you to draw two extra cards per combat.
PLAY TIP: When using this guy you don't want to gain a level, so you want to use a lot of cards that will lower your anger. If you can stay at level one you should be able to dominate your opponent.
INSIDE INFO: Believe it or not this one of those few cards that didn't change at all. Surprising, isn't it?

4. ENERGY DRAIN



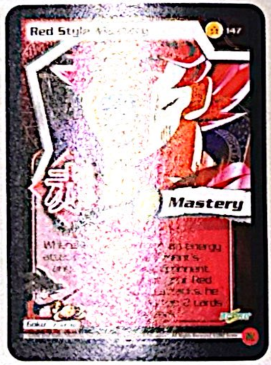
WHY IT'S COOL: What makes this card good is the fact that you make your opponent lose power stages, while gaining power stages at the same time.
PLAY TIP: This card works really well with physical beatdown decks because with this card you can keep your opponent at zero power stages, which makes your attacks a lot stronger.
INSIDE INFO: This card didn't used to be limited to one per deck, but that was quickly changed because it was easily abused.

3. HERO'S DRILL



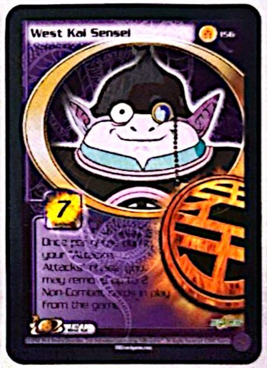
WHY IT'S COOL: This amazing drill gives you the ability to remove cards from your opponent's life deck every time you hit him with a physical attack.
PLAY TIP: This card shines against Dragon Ball decks, because if your opponent discards a Dragon Ball it goes to the bottom of his life deck and with this card you can remove those Dragon Balls from the game.
INSIDE INFO: The power for this card used to be a physical attack that you could use four times per combat, but that was simply too strong.

2. RED STYLE MASTERY



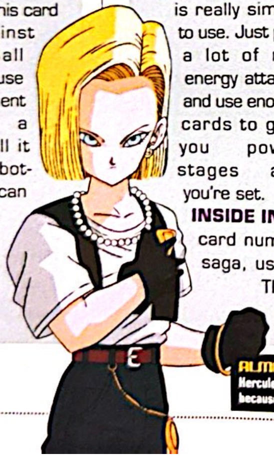
WHY IT'S COOL: This card is a powerhouse because it makes all of your red energy attacks deal two life cards when stopped.
PLAY TIP: This card is really simple to use. Just play a lot of red energy attacks and use enough cards to gain you power stages and you're set.
INSIDE INFO: The image of Red Solar Flare, card number 102 from the *World Games* saga, used to be the image for this card. The images were switched at the last minute.

1. WEST KAI SENSEI



WHY IT'S COOL: This sensei makes life a lot easier when dealing with non-combat cards because you can move up to two of them from the game.
PLAY TIP: Use this sensei whenever your opponent's non-combat cards are giving you a hard time. Just make sure you don't waste this ability.
INSIDE INFO: This sensei's original deck size used to be three, but it was increased to seven to make it a bit better.

Freelance writer Israel Quiroz has played the Dragon Ball Z games 50 times more often than you have!



ALMOST FAMOUS Android 18 let Hercule win the World Martial Arts Tournament, because she didn't want to be famous.

THE WHOLE WORLD!

PRESENTING THE COMPLETE WORLD GAMES CHECKLIST

The different types of cards you'll find in this Saga are Physical Combat, Energy Combat, Combat, Non-Combat, Personality and the super cool Sensei cards. You'll notice some of the cards are rare which makes them a little harder to get, because their card effects are stronger that most cards out there. Keep your eyes open for the personality cards because you can build new decks based on them and they look really nice. ■ IQ

☐ Black Back Power Hit C
☐ Black Defensive Stance C
☐ Black Elbow Counter C
☐ Black Light Jab C
☐ Black Quick Strike C
☐ Black Reversal Strike C
☐ Blue Defensive Stance C
☐ Blue Fire Kick C
☐ Blue Flying Kick C
☐ Blue Forearm Block C
☐ Blue Right Power Strike C
☐ Blue Sneak Attack C
☐ Blue Thunder Flash C
☐ Goten's Focused Blast C
☐ Earth Dragon Ball 3 C
☐ Namekian Battle Stance C
☐ Namekian Elbow Strike C
☐ Namekian Halting Stance C
☐ Namekian Light Jab C
☐ Namekian Surprise Attack C
☐ Namekian Throw C
☐ Orange Flying Drop Kick C
☐ Orange Gut Wrench C
☐ Orange Knockout C
☐ Orange Palm Block C
☐ Red Creative Block C
☐ Red Energy Defensive Stance C
☐ Red Flying Kick C
☐ Red Goku's Energy Blast C
☐ Red Trunks Blast C
☐ Saiyan Abduction C
☐ Saiyan Defensive Sphere C
☐ Saiyan Energy Ball C
☐ Saiyan Readied Attack C
☐ Straining Cry Baby Move C
☐ Straining Diving Pith Move C
☐ Straining Reversal Move C
☐ The Middle of Nowhere C
☐ Trunks' Palm Blast C
☐ Black Back Breaker U
☐ Black Diving Elbow Strike U
☐ Black Duck U
☐ Black Fist Catch U
☐ Black Majin Blast U
☐ Black Point Blank Kamehameha U
☐ Black Super Pith U
☐ Black Triple Team U
☐ Black Videl's Power Kick U
☐ Blue Back Kick U
☐ Blue Energy Transformation U
☐ Blue Heat Seeking Blast U
☐ Blue Lightning Block U
☐ Blue Quick Blast U
☐ Blue Rebound U
☐ Blue Videl's Knee Bash U
☐ Chapuchai's Multiform U
☐ Goku's Quickness Drill U
☐ Hercule's Drop Kick U
☐ Hero's Drill U
☐ Jackie Chun's Energy Attack U
☐ Like Father, Like Son U
☐ Majin Fist Block U
☐ Majin Display of Power U
☐ Majin Knee Strike U
☐ Majin Overwhelming Attack U
☐ Namekian Combo U
☐ Namekian Double Blast U
☐ Namekian Ducking Technique U
☐ Namekian Eye Beam U
☐ Namekian Final Flash U
☐ Namekian Flight U
☐ Namekian Focused Blast U
☐ Namekian Focused Jab U
☐ Namekian Focused Kick U
☐ Namekian Heat Seeking Blast U
☐ Namekian Knee Strike U
☐ Namekian Offense U
☐ Namekian Pikkon's Defense U
☐ Namekian Swift Strike U
☐ Namekian Tornado Attack U
☐ Orange Close Call U
☐ Orange Direct Strike U
☐ Orange Diving Attack U
☐ Orange Friendship U
☐ Orange Light Jab U
☐ Orange Overpowering Attack U
☐ Orange Power Grip U
☐ Orange Power Kick U
☐ Orange Power Stance U
☐ Orange Right Cross U
☐ Arqua's Arena U
☐ Orange Videl's Jump Kick U
☐ Pikkon's Truce U
☐ Red Aggression U
☐ Red Double Strike U
☐ Red Energy Drill U
☐ Red Energy Focus U
☐ Red Heat Seeking Blast U
☐ Krillin, the Father (Lvl. 1) U
☐ Red Light Jab U
☐ Red Lightning Strike U
☐ Red Solar Flare U
☐ Red Trap U
☐ Red Videl's Elbow Smash U
☐ Saiyan Discharge U
☐ Saiyan Finger Block U
☐ Saiyan Flight U
☐ Saiyan Focused Block U
☐ Saiyan Heritage Drill U
☐ Saiyan Jump Shot U
☐ Saiyan Kamehameha U
☐ Saiyan Light Jab U
☐ Saiyan Side Step U
☐ Saiyan Swift Kick U
☐ Saiyan Uppercut U
☐ Straining Counterstrike Move U
☐ Straining Focused Move U
☐ The Truck U
☐ Black Style Mastery R
☐ Blue Style Mastery R
☐ Capsule Corp. R
☐ Chapuchai (Lvl. 1) R
☐ Chapuchai, the Tiny (Lvl. 2) R
☐ Chapuchai, the Tenacious (Lvl. 3) R
☐ East Kai Sensei R
☐ Freestyle Mastery R
☐ Froug (Lvl. 1) R
☐ Froug, the Underdog (Lvl. 2) R
☐ Froug, the Huge (Lvl. 3) R
☐ Gohan, the Energized (Level 4) R
☐ Goku, the King's Pupil (Level 4) R
☐ Grand Kai (Lvl. 1) R
☐ Red Jump Kick R
☐ Krillin, the Husband (Lvl. 2) R
☐ Krillin, the Great (Lvl. 3) R
☐ Majin Spopovich (Lvl. 1) R
☐ Majin Spopovich, the Empowered (Lvl. 2) R
☐ Majin Spopovich, the Revitalized (Lvl. 3) R
☐ Namekian Style Mastery R
☐ North Kai Sensei R
☐ Olibu, the Honorable (Level 4) R
☐ Orange Style Mastery R
☐ Tortie, the Silent (Lvl. 1) R
☐ Tortie, the Prepared (Lvl. 2) R
☐ Tortie, Unleashed (Lvl. 3) R
☐ Pikkon, the Hero (Level 4) R
☐ Red Style Mastery R
☐ Saiyan Style Mastery R
☐ South Kai Sensei R
☐ Tapkar (Lvl. 1) R
☐ Tapkar, the Speedy (Lvl. 2) R
☐ Tapkar, the Fastest (Lvl. 3) R
☐ Arqua, the Water Champion (Lvl. 1) R
☐ Arqua, the Agile (Lvl. 2) R
☐ Arqua, the Unleashed (Lvl. 3) R
☐ West Kai Sensei R
☐ World Tournament R
☐ Evil Presence Drill UR
☐ Goku, the Galaxy's Hero (Level 5) UR
☐ Goku's Final Strike UR
☐ Pikkon, the Prized Fighter (Level 5) UR
☐ Vegeta, the Proud (Lvl. 1) P
☐ Vegeta, the Husband (Lvl. 2) P
☐ Vegeta, the Dark Hero (Lvl. 3) P
☐ Vegeta (Lvl. 1) HT
☐ Gohan, the Great Saiyaman (Lvl. 1) P
☐ Gohan, the Protector (Lvl. 2) P
☐ Gohan, the Righteous (Lvl. 3) P
☐ Gohan (Lvl. 1) HT
☐ Goku, the Warrior (Lvl. 1) P
☐ Goku, the Competitor (Lvl. 2) P
☐ Goku, the Father (Lvl. 3) P
☐ Goku (Lvl. 1) HT
☐ Goten, the Playful (Lvl. 1) P
☐ Goten, the Brother (Lvl. 2) P
☐ Goten, the Young Saiyan (Lvl. 3) P
☐ Goten (Lvl. 1) HT
☐ Kid Trunks, the Junior Champion (Lvl. 1) P
☐ Kid Trunks, the Cocky (Lvl. 2) P
☐ Kid Trunks, the Young Saiyan (Lvl. 3) P
☐ Kid Trunks (Lvl. 1) HT
☐ Maraikoh, the Vicious (Lvl. 1) P
☐ Maraikoh, the Strong (Lvl. 2) P
☐ Maraikoh, the Mighty (Lvl. 3) P
☐ Maraikohl (Lvl. 1) HT
☐ Olibu, the Mythical Hero (Lvl. 1) P
☐ Olibu, the Courageous (Lvl. 2) P
☐ Olibu, the Powerful (Lvl. 3) P
☐ Olibu (Lvl. 1) HT
☐ Pikkon, the Silent (Lvl. 1) P
☐ Pikkon, the Serious (Lvl. 2) P
☐ Pikkon, the Powerful (Lvl. 3) P
☐ Pikkon (Lvl. 1) HT
☐ Piccolo, Majunior (Lvl. 1) P
☐ Piccolo, the Mentor (Lvl. 2) P
☐ Piccolo, the Former Guardian (Lvl. 3) P
☐ Piccolo (Lvl. 1) HT
☐ Videl, the Student (Lvl. 1) P
☐ Videl, the Protector (Lvl. 2) P
☐ Videl, the Determined (Lvl. 3) P
☐ Videl (Lvl. 1) HT
☐ Preview 1: Face Off C
☐ Preview 2: Righteous Strike C
☐ Preview 3: Evil's True Face U
☐ Preview 4: Energy Drain U
☐ Preview 5: Majin Vegeta/E, the Dark Prince (Lvl. 1) R
☐ Preview 6: Supreme Kai (Lvl. 1) R
☐ P1. Celestial Battleground PR
☐ P2. Chi-Chi (Lvl. 1) PR
☐ P3. Heroic Block PR
☐ P4. HUH??? PR
☐ P5. Majin's Perfect Defense PR
☐ P6. Quick Recovery Drill PR
☐ P7. Red Pressured Attack PR
☐ P8. Saiyan Crush PR
☐ P9. Tapkarl on the Move PR
☐ P10. Videl's Battle Ready PR
☐ PS1. Cell, the Puppet (Lvl. 3) MU
☐ LV1. King Cold, the Cocky (Lvl. 2) MU
☐ LV2. Frieza, the Untouchable (Lvl. 1) MU
☐ LV3. Rats, Foiled Again! MU
☐ PS2. Goku, the Puppet (Lvl. 1) MU
☐ LV4. Grand Kai Sensei MU
☐ PS3. Piccolo, the Puppet (Lvl. 1) MU
☐ PS4. Vegeta, the Puppet (Lvl. 1) MU
☐ PS5. Hercule, the Puppet (Lvl. 1) MU
☐ LV5. Spice, the Avenger (Lvl. 1) MU
☐ LV6. Cell's Neck Grab MU
☐ PS6. Stupid Tricks! MU
☐ LV7. Heroes En Mass MU
☐ Preview 1 Face Off C
☐ Preview 2 Righteous Strike C
☐ Preview 3 Evil's True Face U
☐ Preview 4 Energy Drain U
☐ Preview 5 Supreme Kai's Power Hold R
☐ Preview 6 Supreme Kai (Lvl. 1) R

C= Common
U= Uommon
R= Rare
UR=Ultra-Rare
P= Personality
HT= High-Tech
PR= Promo
MU= Mini-Ultra-Rare

A POKéMON E-XPEDITION

BY STEVE FROHNHOEFER

CARDBOARD AND MOTHERBOARD COME TOGETHER IN COOL NEW EXPANSION

e-reader
GAME BOY
Nintendo
GAME BOY ADVANCE
Charizard
120 HP
100 HP
80

YOU'VE GOT GAME Pokémon video game and CCGs finally combine!

Old-fashioned cardboard Poké-battles or go-anywhere virtual goodness? Now you pocket monster fans don't have to decide.

Expedition, the latest expansion for the *Pokémon* TCG, merges the two platforms. Wannabe Junior Super Series champs get 157 cards, plus reprints of the killer Darkness and Metal energy cards to add to their arsenals. And virtual trainers? You and your Game Boy Advance get a slew of mini-games and more Pokédex info than Ash Ketchum.

How's it work? Just attach your Nintendo e-Reader (sold separately for $39.95) to your GBA, grab your Blastoise, Venusaur or Mewtwo, and swipe the left side or bottom through the reader, with the card facing you. Faster than you can say "I choose you," you've unlocked character-specific stats and game play strategies.

Some card combos, particularly evolution chains, also unlock mini-adventures. Take Machop, Machamp and Machoke. Starting with the basic Pokémon and following with its evolutions—make sure to press [illegible] each card you swipe—you're three cards from playing [illegible] At Work, a neat diversion in which you must break [illegible] that fly at you. Get hit by one, and it's "game over."

Another mini-game is *Diving Corsola*, [illegible] with Qwilfish and Corsola. Here you are thrust into a [illegible] where you must paddle and dive to avoid other water Pokémon. Be sure to swim through bubbles so you don't run out of air.

Still other mini-games include *Flower Power*—help Butterfree collect honey while dodging enemy Pokémon—and *Hold On Hoppip*—use Pichu to keep Hoppip from flying away. There are six to unlock in all.

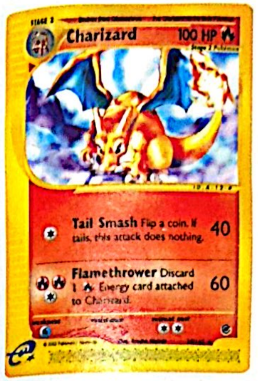
ANIMAZING! The inside skinny on your favorite anime

In *Fushigi Yuugi: The Mysterious Play*, Miaka and Yui find an ancient Chinese book, *The Universe of the Four Gods*, and are transported to the world portrayed within the book. Shortly after they arrive, Yui gets thrown back to Earth, but Miaka is still trapped and her actions affect Yui as she struggles to return to the present.

Not a techie? *Expedition*'s got a new mechanic and card type for ya.

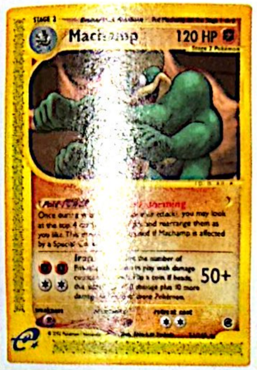
Supporters are a new type of trainer card. You can play only one supporter each turn, since they tend to be quite powerful. Their effects include: "Shuffle one card into your deck to draw three cards" and "Search your deck for an evolution card and put it into your hand."

Also, in addition to being confused, paralyzed, poisoned or put to sleep, Pokémon can be burned. If a Poké falls victim to this new condition, its owner must flip a coin at the end of each player's turn. Flip tails and it takes two damage counters. Can't stand the heat? Get out of the kitchen; retreating or evolving will stop the burn.


Charizard
100 HP
Tail Smash Flip a coin. If tails, this attack does nothing.
40
Flamethrower Discard 1 Energy card attached to Charizard.
60

PLAY TIPS: CHARIZARD

"Flip a coin" attacks usually stink. But a potential 40 damage for one energy is hard to pass up. Charizard's Flamethrower attack is pretty cheap too, provided you can keep feeding him fire each turn. The two-energy retreat cost is another nice bonus for a stage-two. Here's a tip: combo Charizard with *Neo 3*'s Entei in an energy-heavy deck to keep him going for multiple turns.



PLAY TIPS: MACHAMP

In Modified play, this guy's a bomb. An attack that can potentially throw down 110 damage for four energy is hellacious, while Machamp's 120 HP will keep him around long enough to lay down some serious smack. The real beauty of this card, though, is its Pokémon power. What player wouldn't want to dig deeper into his deck for that needed kill-card? With Machamp, you have a free Pokédex each turn.

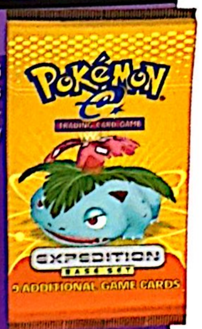
InQuest associate editor Steve Frohnhoefer's Pokédex only shows him McDonald's hamburgers.

ANIMAZING! The inside skinny on your favorite anime

If you're noticing some familiar elements of another Ark Raider in *Spriggan*, it's intentional. In *Spriggan*, creators were influenced by the last shot in *Raiders of the Lost Ark* when templating the secret society-protecting artifacts and relics from those who seek them for personal gain. They meant it as an homage!

GOTTA CATCH 'EM ALL

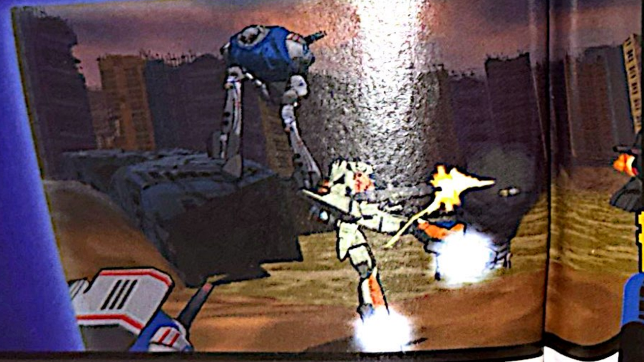
PRESENTING A CHECKLIST TO EXPEDITION'S 165 CARDS



***Expedition* adds 165 cards—including 136 Pokés—to your gaming experience. The set's sold in 60-card theme decks for $9.99 and 11-card booster packs for $3.29. Here's a handy checklist; now go and catch 'em all!**

Alakazam	H
Ampharos	H
Arbok	H
Blastoise	H
Butterfree	H
Charizard	H
Clefable	H
Cloyster	H
Dragonite	H
Dugtrio	H
Fearow	H
Feraligatr	H
Gengar	H
Golem	H
Kingler	H
Machamp	H
Magby	H
Meganium	H
Mew	H
Mewtwo	H
Ninetales	H
Pichu	H
Pidgeot	H
Poliwrath	H
Raichu	H
Rapidash	H
Skarmory	H
Typhlosion	H
Tyranitar	H
Venusaur	H
Vileplume	H
Weezing	H
Alakazam	R
Ampharos	R
Arbok	R
Blastoise	R
Blastoise	R
Butterfree	R
Charizard	R
Charizard	R
Clefable	R
Cloyster	R
Dragonite	R
Dugtrio	R
Fearow	R
Feraligatr	R
Feraligatr	R
Gengar	R
Golem	R
Kingler	R
Machamp	R
Magby	R
Meganium	R
Meganium	R
Mew	R
Mewtwo	R
Ninetales	R
Pichu	R
Pidgeot	R
Poliwrath	R
Raichu	R
Rapidash	R
Skarmory	R
Typhlosion	R
Typhlosion	R
Tyranitar	R
Venusaur	R
Venusaur	R
Vileplume	R
Weezing	R
Bayleef	U
Chansey	U
Charmeleon	U
Croconaw	U
Dragonair	U
Electabuzz	U
Flaaffy	U
Gloom	U
Graveler	U
Haunter	U
Hitmonlee	U
Ivysaur	U
Jynx	U
Kadabra	U
Machoke	U
Magmar	U
Metapod	U
Pidgeotto	U
Poliwhirl	U
Pupitar	U
Quilava	U
Wartortle	U
Abra	C
Bulbasaur	C
Bulbasaur	C
Caterpie	C
Charmander	C
Charmander	C
Chikorita	C
Chikorita	C
Clefairy	C
Corsola	C
Cubone	C
Cyndaquil	C
Cyndaquil	C
Diglett	C
Dratini	C
Ekans	C
Gastly	C
Geodude	C
Goldeen	C
Hoppip	C
Houndour	C
Koffing	C
Krabby	C
Larvitar	C
Machop	C
Magikarp	C
Mareep	C
Marill	C
Meowth	C
Oddish	C
Pidgey	C
Pikachu	C
Poliwag	C
Ponyta	C
Qwilfish	C
Rattata	C
Shellder	C
Spearow	C
Squirtle	C
Squirtle	C
Tauros	C
Totodile	C
Totodile	C
Vulpix	C
Bill's Maintenance	U
Copycat	U
Dual Ball	U
Energy Removal 2	U
Energy Restore	U
Mary's Impulse	U
Master Ball	U
Multi Technical	U
Pokémon Nurse	U
Pokémon Reversal	U
Power Charge	U
Professor Elm's Training Method	U
Professor Oak's Research	U
Strength Charm	U
Super Scoop Up	U
Warp Point	U
Energy Search	C
Full Heal	C
Moo-Moo Milk	C
Potion	C
Switch	C
Darkness Energy	R
Metal Energy	R
Fighting Energy	E
Fire Energy	E
Grass Energy	E
Lightning Energy	E
Psychic Energy	E
Water Energy	E

CHECKLIST KEY:
H=Hologram rare
R=Rare
U=Uncommon
C=Common
E=Energy



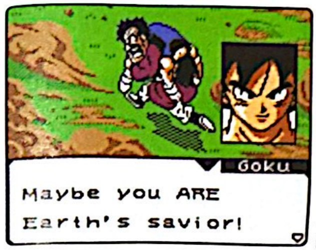
DIGITAL DOMAINS

BY SCOTT STEINBERG

CHECK OUT THE HOTTEST ANIME VIDEO GAMES

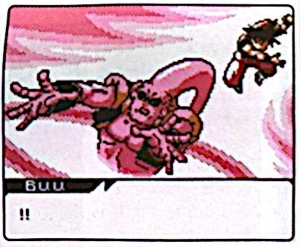
DRAGON BALL Z: LEGENDARY SUPER WARRIORS

INFOGRAMES, $29.95, GAME BOY COLOR



WHAT'S THE STORY? It's up to you to protect the Universe from domination. Doing so requires you pick from 19 available characters – Vegeta, Piccolo, Cell, Evil Buu, etc.—and defeat Majin Buu, the ultimate adversary. It's another chapter in the DBZ collectible card saga games.

WHY'S IT COOL? There are five unique card types available—damage, beam, defense, support and command. Use them to build custom decks and pursue Majin Buu through three distinct game modes, including story, battle, and multiplayer. What's more, it covers 10 different sagas, from the first, the Saiyan saga, onward.



WHAT'S THE GOODIES? The fact it's one of the last Game Boy Color-specific titles makes this product a collector's item in and of itself. You'll also play as recognizable characters, uncover random opponents by completing the journey and learn to appreciate the joys of social interaction by trading cards via a Game Link Cable. Based entirely on the animated series, Legendary Super Warriors brings all your favorite characters and villains to life.

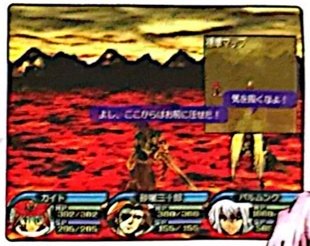
ANIMAZING!

The inside skinny on your favorite anime

The new mecha in the G-Gundam series called Tequila Gundam is piloted by Chico Rodriguez and hails from Neo-Mexico. It could be worse—he could have been named Piñata Gundam!

.HACK

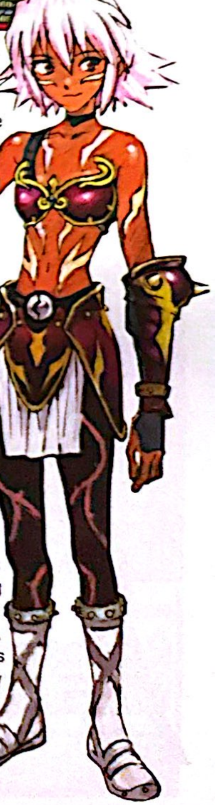
BANDAI DIGITAL, $49.99, PLAYSTATION 2



WHAT'S THE STORY? Like most of us, Kite enjoys his videogames. But his game—a Massively Multiplayer Online RPG called "The World" goes haywire, and puts his friend in a real-life coma! Though the game's maker, the CC Corporation, denies anything out of the ordinary is up, Kite will have to play the game and solve its mysteries to help his friend.

WHY'S IT COOL? Action-RPG play with an entire virtual massively multiplayer game simulated within. Full voice overs in English and Japanese. Plus, it's only part one of four—there are more chapters to go. And each game comes with part of an exclusive *.hack* anime! Need we say more?

WHAT'S THE GOODIES? A veritable field day for fans. Not only does this package include a great game, but a separate DVD containing 45 minutes of additional animation as well. It isn't just a gimmick, either—watch it and you'll gain clues on how to unravel the mystery behind the game!



.HACK'S
Black Rose

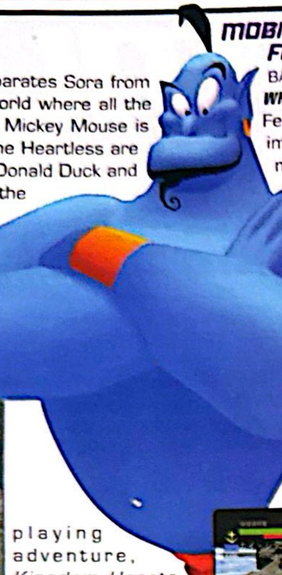
KINGDOM HEARTS

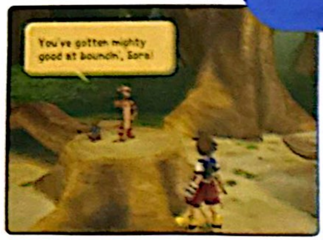
SQUARE/EA, $49.99, PS2

WHAT'S THE STORY? After a storm separates Sora from his friends, he finds himself in a world where all the Disney movies are linked! But King Mickey Mouse is missing, and evil monsters called the Heartless are invading each land! It's up to Sora, Donald Duck and Goofy to find the king and save all the worlds!

WHY'S IT COOL? The biggest name in animated entertainment meets the most impressive manufacturer of interactive games. An epic and wondrous role-playing adventure, *Kingdom Hearts* features guest appearances from Disney favorites such as Chip n' Dale and the Beast, plus cameos by Final Fantasy stars like Tidus and Cloud. Magnificent visuals, days' worth of playtime, award-winning audio...you can't go wrong with this one. Plus voices from stars like Haley Joel Osment and Mandy Moore!

WHAT'S THE GOODIES? Special apperances by over 100 Disney characters and worlds, from the realms of *Tarzan* to *Hercules*. Never before seen franchise crossovers, plus four new additions to the Disney cast by Final Fantasy designer Tetsuya Nomura. If you ever wanted to see Donald Duck chat with Tarzan or hang with Pinocchio, this is it!




You've gotten mighty good at bouncin', Sora!

FRIENDS LIKE THESE Aladdin's Genie helps you bust baddies in *Kingdom Hearts*, but the Gundam RX-78 has enough firepower on his own!

MOBILE SUIT GUNDAM: FEDERATION VS. ZEON

BANDAI, $49.99, PS2

WHAT'S THE STORY? You're either part of the Earth Federation or the Principality of Zeon, but more importantly you're in the cockpit of a massive mobile suit mech. Now the choice is simple—pick a side to lead into battle and don't let up until your rival is turned to scrap metal. Based on the popular Japanese arcade game.

WHY'S IT COOL? Hope you like war—200 missions power a hefty campaign mode, so there's plenty of it to go around. As a Federation or Zeon pilot, enjoy the luxury of head-to-head and team battles, plus close combat on both land and in outer space. For the first time ever, the grand scale of Gundam conflicts is truly captured in all its explosive, three-dimensional glory.

WHAT'S THE GOODIES? Aside from taking your enemies apart, piece by piece? Fans will also appreciate a full range of voiceovers performed by actors from the original television series. But the real fun is all the robot-versus-robot action!

PHANTOM CRASH

ENCORE SOFTWARE, $49.99, XBOX

WHAT'S THE STORY? The year is 2031. You're Wirehead, a captain of one of the giant mechs featured in "Rumbling," Neo-Tokyo's current most popular sport. Highly mobile and armed vehicles named Scoobees are your vehicles of choice, and destroying opponents is how you make a living. Blow enough adversaries sky high and fame and fortune can be yours!

WHY'S IT COOL? Try endless mech modification possibilities on for size. Then there's the fantastic gameplay that lets participants of all skill levels enjoy the action. Optic camouflage systems render robots all but impervious to sight, meaning play is a white-knuckle, edge-of-your-seat experience, as pilots must rely on sonar capabilities to track their sneaky foes.

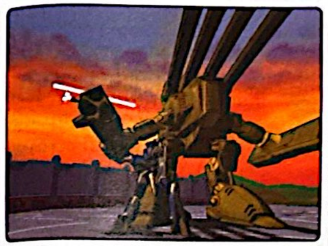
WHAT'S THE GOODIES? How many mech games have you seen on the Xbox so far? Apart from *Robotech*, it's the only alternative, and a fine one at that. Unlimited replay value and fabulous custom-created artwork ensure its place in the history books.

ANIMAZING! The inside skinny on your favorite anime

B-b-b-a-a-a-d to the bone? Not the evil Desslok from *Star Blazers*. He started out as one of their ultimate enemies, but then went through a transformation that took him from being the Argo's arch foe to being one of its biggest allies by the end of the series.

ROBOTECH: BATTLECRY

TDK INTERACTIVE, $49.99 REGULAR ED./$79.99 COLLECTOR'S ED., GAMECUBE, PS2, XBOX



WHAT'S THE STORY? You're Jack Archer, ace Veritech fighter pilot. When alien marauders called the Zentraedi invade, you'll fight back as a transformable robot or jet. It's a new tale set in a familiar universe, with cameo appearances by series favorites Roy Fokker, Lynn Minmei, Rick Hunter and Lisa Hayes. Plus the gameplay is pure action mayhem!

WHY'S IT COOL? Based on this classic anime series, the game—cel-shaded for added cartoon effect – looks just like its inspiration. Tons of mechs, including Super models, are up for grabs, each with exciting weapon readouts ranging from machine guns to missile swarms. Have fun downing Battle Pods by the dozen in over 35 action-packed missions.

WHAT'S THE GOODIES? More like, what isn't? Fans who purchase the Collector's Edition get a specially designed t-shirt, official soundtrack, 5 pieces of original artwork, and a numbered dog tag. Plus there's the totally cool lenticular motion card, which shows off your Veritech's Battloid and Guardian modes.

ANIMAZING! The inside skinny on your favorite anime

The Anime Encyclopedia by Jonathan Clements and Helen McCarthy is one of the best sources of information on Japanese cartoons from 1917 on. The book is over 500 pages long and has something for every anime fan.

HOT TIPS!

SECRET INFO FOR THE BEST GAMERS ONLY!

SUIKODEN III

Sometimes an added edge is exactly what you need. Collect all 5 dogs and combine them in battle to create the most powerful attack in the game, which should be just what the doctor ordered. The first dog is located in Hei-Tau Mountain.

DRAGON BALL Z: LEGACY OF GOKU

Want to defeat Frieza? Charge your Ki, and perform a Solar Flare attack while near him. Then punch him several times and resume the process until he's out for the count. Mind you, don't attempt this trick unless you are at least level 20.

So this is Kakarot eh? Doesn't look too tough to me!

CASTLEVANIA: HARMONY OF DISSONANCE

Believe it or not, you can actually play as Simon Belmont, the original 1987 Nintendo star! Once you've unlocked Boss Rush mode after winning the game, press up, up, down, down, left, right, left, right, B, A, and select at the Konami logo and voila...he's yours to command!

SUIKODEN III

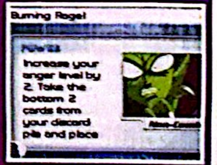
Having trouble finding the 108 Stars of Destiny? Go to Duck Village and talk to Kid, the detective, to get much-needed information on their locations. Continue to return to him to locate additional Stars of Destiny as you progress.

GUNGRAVE

In a shooting game about showing off, being the best is what matters. To earn an S ranking, you'll have to score over 27 skulls in each category. Not for the faint of heart, this task requires knowing the stages inside and out, and on every single difficulty level to boot.

DRAGON BALL Z: COLLECTIBLE CARD GAME

To get 76 cards in a deck without declaring Namekian Tokui-Waza, make a 75 card deck then switch off 1 of your MP's levels. Next, switch a new card on. Save your game. Afterwards, the software will turn your form back on and you'll have 76 cards. ■ SS


Burning Rage!
Increase your anger level by 2. Take the bottom 2 cards from your discard pile and place

HOT TIPS!

SECRET INFO FOR THE BEST GAMERS ONLY!

Oh, really? With this big blob? You think so?

KINGDOM HEARTS

Wanna see the secret ending? You'll have to have found all the 101 Dalmations, retrieved all the Ansem reports, locked every land's specific keyhole and recovered the weapon called "Past Memories." Perform these tasks, and you'll be treated to a previously locked video clip. Enjoy!

CASTLEVANIA: HARMONY OF DISSONANCE

More characters equals more fun. So don't just stop at Juste Belmont—unlock his pal Maxim. After completing the game one time, simply enter the name "Maxim" into the character slot and you're off. This additional hero features better jumping and combat abilities than the leading man.

PHANTOM CRASH

Tired of sifting through cutscenes? Patience levels at an all-time low? No worries...you can avoid these sequences entirely. Skip them by just pressing the left trigger, right trigger, L button and R button at the same time. Boom...you're right on through to the next scenario.

SKY GUNNER

Wouldn't you just know it...there's a secret frame rate lock option that lets you speed up and slow down the game. Access the toggle for this feature by pressing up, triangle, left, circle, down, X, right, and then square at the title screen.

SUPER MARIO SUNSHINE

Mario's future's so bright, he's gotta wear shades. To see through his tinted lenses, you'll have to visit Dolphic Plaza and speak with the man wearing glasses. Assuming you've got 30 or more Shine Sprites, they're yours for the taking.

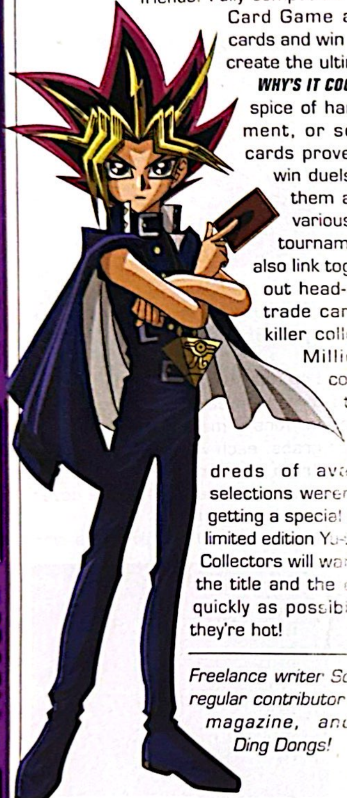
PHANTOM CRASH

Smashing robots is such a thrill, but you know it won't pay those bills...you want money. That's why this handy trick is so useful...it'll get you paid! At the Town Map screen, just start rotating the analog trigger, and you'll notice that for each day that passes, you'll gain 1000 yen. ■ *SS*

YU-GI-OH! THE ETERNAL DUELIST SOUL

KONAMI, $29.99, GAME BOY ADVANCE

GAME BOY ADVANCE
KONAMI
YU-GI-OH!
THE ETERNAL DUELIST SOUL
3 LIMITED EDITION OFFICIAL GAME CARDS INSIDE
E



WHAT'S THE STORY? The only Duel Monsters game available for Game Boy Advance. Based on the popular TV show, you'll encounter numerous friendly faces from the series, whom you can duel against when not battling your own friends. Fully compatible with the Trading Card Game as well—import cards and win booster packs to create the ultimate deck!

WHY'S IT COOL? Variety is the spice of handheld entertainment, or so 850 different cards prove. Design decks, win duels to add cards to them and participate in various virtual organized tournaments. Friends can also link together and duke it out head-to-head, or just trade cards to make that killer collection complete. Millions of possible combinations ensure the fun never ends!

WHAT'S THE GOODIES? If the hundreds of available in-game selections weren't enough, you're getting a special bonus—three real limited edition Yu-Gi-Oh! game cards! Collectors will want to snap up both the title and the cards included as quickly as possible. Get 'em while they're hot! Y

Freelance writer Scott Steinberg is a regular contributor to Anime Invasion magazine, and loves to eat Ding Dongs!

ANIMAZING!

The inside skinny on your favorite anime

Besides hanging out with the bad guys of *Pokémon*, Jesse and James of Team Rocket, Meowth also has some other weird hobbies. He's obsessed with circles and wanders the streets at night looking for loose coins and other circular objects.

PRINCESS EXPOSED!
EXCLUSIVE ACTION FIGURE OFFER
FIRST EVER BATTLE OF THE PLANETS 7-INCH FIGURE SERIES!
COMES WITH MOTORCYCLE AND YO-YO BOMB WEAPON!
ToyFare
BATTLE OF THE PLANETS
WIZARD

COMPLETE THE TEAM!
G-Force heroes have limited edition maskless "civilian" figures, and you can get Princess here! Mail your order in now or go to www.wizardworld.com!

LIMITED OFFER!
Don't be miss out! All the members of G-Force will have civilian counter-parts and you can only get Princess here! Mail your order in now or go to www.wizardworld.com !

SPEEDY SERVICE!
This figure is offered with a Fed Ex Ground shipping option (U.S. and Canada only)

INTERGALACTIC LAWS...
No reproductions of this coupon will be accepted. Remit by check, money order or credit card. Canadian orders remit $21.00 per Princess and $27.00 per Princess w/FedEx Ground shipping. All payments must be in U.S. funds drawn on a U.S. bank. Make all checks payable to Wizard Entertainment Inc. Please print clearly—we'd hate for the post office to fail to deliver your product because we couldn't decipher your address. In the event the offer is sold out, all orders received after the sell-out will be returned to sender unopened. Allow 16 to 20 weeks for delivery. Battle of the Planets ™ and © 2002 Sandy Frank Film Syndication Inc. All Rights Reserved. ToyFare: The Toy Magazine, the ToyFare logotype ™ & © 2002 Wizard Entertainment. All Rights Reserved. Please note: FedEx Ground shipments can not be made to P.O. Boxes.

Princess Exposed Order Form

Ordering information	Price	Quantity*	Total**
Princess Exposed	$14.99	☐	$ ☐
Princess Exposed w/ Fed Ex Ground shipping (only in U.S. and Canada. See below for Canadian shipping prices)	$19.00	☐	$ ☐
Grand Total (all prices include shipping and handling)			$ ☐

Name
E-mail Address
Street
City
State
Zip
Please check one: Visa ☐ Mastercard ☐ Discover ☐
Credit Card #
Exp. Date

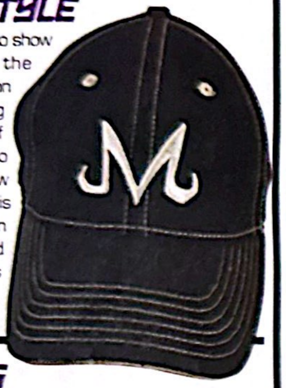
Send this order form or a photocopy to:
Wizard Entertainment
P.O. Box 118, Congers, NY 10920-0118.

STUFF

BY ROBERT BRICKEN

CHECK OUT THE HOTTEST MERCHANDISE FROM YOUR FAVORITE ANIME

SAIYAN STYLE



You need something to show your allegiance to the greatest action cartoon ever, and something to keep the rain off your face. You can do both while you show your evil side with this cool Majin hat! Join ranks with Vegeta and show those good guys what for! FUNimation, $10.95.

STACKING THE DECK

You've got the cards, but now you can watch how the pros play it—over and over again! Yugi and his pals finally hit home with not one, but four volumes of his adventures! Check out Yugi's history, and the first appearances of your favorite cards! FUNimation, $24.95.

Yu-Gi-Oh!
ATTACK FR
Yu-Gi-Oh!
GIVE UP THE GHOST

PRIMED AND READY

Coolest Optimus Prime toy ever? Oh, yeah. Coolest Transformer ever? Definitely. Coolest toy ever? It could well be—while you transform Optimus to robot or truck mode, his trailer cab transforms on its own with the help of infrared beams! Then merge the two to kick Decepticon butt! Hasbro, $39.99.

A HOUSE MADE OF HAM?

No, it's the Ham-Ham house, where Hamtaro and his hamster friends hang out! The Ham-Ham house comes loaded with furniture, a seesaw, ladder, spinning scurry wheel, a high-flying swing, a Hamtaro figure and even stickers! Hasbro, $19.99.

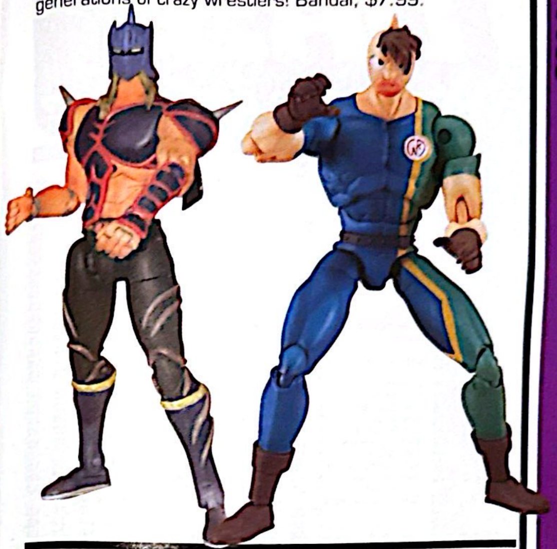
ANIMAZING!

The inside skinny on your favorite anime

A lot of anime and manga feature characters named "Sakura" or references to when the "*sakura* are in bloom" when dealing with dates or waiting for important events. A *sakura* (cherry blossom) is a tree in Japan associated with tragedy. *Sakura* have a short lifespan and bloom in the spring.

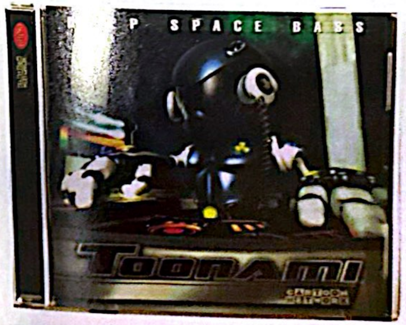
MUSCLE MASSING

Ultimate Muscle has been tearing up Saturday mornings, and now you can recreate the knock-down, slam-bang wrestling madness of the show with these brand new, super-poseable figures! Get the heroes and villains of two generations of crazy wrestlers! Bandai, $7.99.



GALAXY GROOVES

There's not much cooler than Toonami, and a large part of that is the drum-and-bass music that precedes each show. Finally, they collected all their best tracks on one shiny disc. Check out the intros to *Gundam Wing*, *Sailor Moon* and more! Cartoon Network, $13.98



ANIMAZING!

The inside skinny on your favorite anime

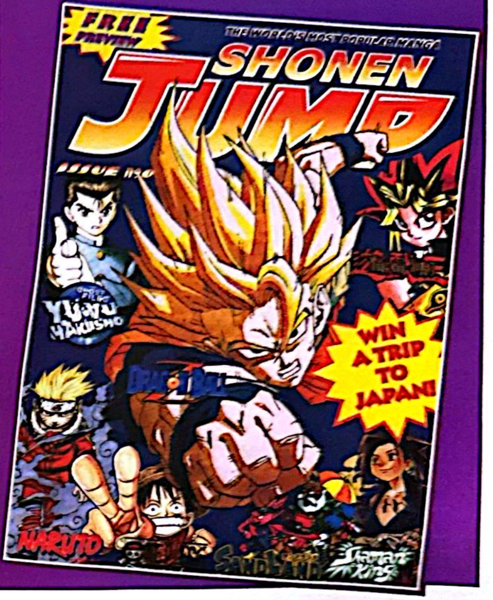
E.T. director Steven Spielberg watched *Castle of Cagliostro* (the second *Lupin III* movie) in the 1970s and still considers the anime by Hayao Miyazaki one of the greatest adventure movies of all time. That's high praise from the award-winning director!

HOT PICK

SHONEN JUMP

The comic you have to read!

Most of your favorite anime shows started out as comics in Japan, and now you find the hottest ones in one easy place! *Shonen Jump* is a manga anthology that will feature *Dragon Ball Z*, *Yu-Gi-Oh!* and a bunch of other hits every month. Plus, it reads left to right, just like comics do in Japan—wild! Viz, $4.95.



LUNAR TIME

Serena may oversleep for school all the time, but you don't have to with this Sailor Moon Alarm Clock! Standing over 6 inches tall, it comes with an extra-loud alarm to make sure even the sleepiest Sailor Scouts know when it's time to get up! Viz, $20.00.

THE PRICES OF VICTORY!

BY JEREMY SMITH

WHAT DID YOU PAY FOR YOUR POKÉMON AND DBZ CARDS?

DRAGON BALL Z: SAIYAN SAGA

SCORE-2000

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (246 cards)		100.00	150.00	180.00
Full Foil Set (250 cards)		200.00	300.00	400.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		35.00	45.00	55.00
Starter Deck (54 cards)		5.00	7.00	9.00
Starter Box (10 decks)		50.00	70.00	90.00
Uncommons		.25	.50	1.00
Commons		.10	.15	.25
Fixed Cards		.25	.50	1.00

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	RARITY	LOW	MEDIAN	HIGH
A Beginner's Heart is Dedicated	R	2.00	3.00	4.00
Ally Wins!	R	2.00	3.00	4.00
Baba Witch Viewing Drill	R	2.00	3.00	4.00
Baba's Energy Blast	R	2.00	3.00	4.00
Battle Pausing	R	2.00	3.00	4.00
Black Shadow Drill	R	2.00	3.00	4.00
Blue Life Defense Drill	R	2.00	3.00	4.00
Broken Scouter	R	2.00	3.00	4.00
Bulma Finds a Dragon Ball	R	2.00	3.00	4.00
Bulma Finds a Drill	R	2.00	3.00	4.00
Chiaotzu's Drill	R	2.00	3.00	4.00
Chiaotzu's Physical Defense	UR	35.00	45.00	55.00
Cutting the Tail	R	2.00	3.00	4.00
Dream Fighting	R	2.00	3.00	4.00
Dream Machine Battle	R	2.00	3.00	4.00
Earth Dragon Ball 6	R	3.00	4.00	5.00
Earth Dragon Ball 7	R	3.00	4.00	5.00
Earth Dragon Ball Capture	R	2.00	3.00	4.00
Earth Dragon Ball Combat	R	2.00	3.00	4.00
Enraged!	R	2.00	3.00	4.00
Frieza's Spirit	PR	4.00	5.00	6.00
Gohan (Level 4)	PR	4.00	6.00	8.00
Gohan's Anger	PR	4.00	6.00	8.00
Gohan's Father Save	R	2.00	3.00	4.00
Goku (Level 4) (P1)	PR	6.00	8.00	10.00
Goku (Level 4) (P4)	PR	8.00	10.00	12.00
Goku's Attack	PR	4.00	5.00	6.00
Goku's Capturing Drill	R	2.00	3.00	4.00
Goku's Lucky Break	R	2.00	3.00	4.00
Goku's Mixing Drill	R	2.00	3.00	4.00
Goku's Plan	UR	25.00	35.00	45.00
Goku's Truce	UR	20.00	30.00	40.00
Grabbing the Tail	R	2.00	3.00	4.00
Hero Advantage	R	2.00	3.00	4.00
King Kai's Calming	R	2.00	3.00	4.00
Krillin (Level 4)	PR	4.00	5.00	6.00
Krillin's Drill	R	2.00	3.00	4.00
Krillin's Energy Disk	R	2.00	3.00	4.00
Krillin's Trick	PR	4.00	6.00	8.00
Medic Kit	UR	30.00	40.00	50.00
Nappa (Level 4) (P115)	PR	2.00	3.00	4.00
Nappa (Level 4) (P7)	PR	4.00	5.00	6.00
Nappa's Blinding Flare	R	2.00	3.00	4.00
Orange Focusing Drill	R	2.00	3.00	4.00
Piccolo (Level 4)	PR	4.00	5.00	6.00
Piccolo's Flight	R	2.00	3.00	4.00
Piccolo's Revenge	PR	3.00	4.00	5.00
Plant Two Saibaimen	R	2.00	3.00	4.00
Power Gifting	R	2.00	3.00	4.00
Raditz Energy Burst	R	2.00	3.00	4.00
Raditz Flying Kick	R	2.00	3.00	4.00
Raditz (Level 4)	PR	4.00	5.00	6.00
Red Life Attack Drill	R	2.00	3.00	4.00
Respect the Spirit	R	2.00	3.00	4.00
Ribs Broken	R	2.00	3.00	4.00
Roshi's Calming	R	2.00	3.00	4.00
Saibaimen (Level 1)	R	2.00	3.00	4.00
Saibaimen (Level 2)	R	2.00	3.00	4.00
Saibaimen (Level 3)	R	2.00	3.00	4.00
Saibaimen (Level 4)	R	2.00	3.00	4.00
Saiyan Appraisal Maneuver	R	3.00	4.00	5.00
Saiyan Battle Terms	R	2.00	3.00	4.00
Saiyan Honor Quest	R	2.00	3.00	4.00
Saiyan Power Drill	R	2.00	3.00	4.00
Saiyan Truce Card	R	3.00	4.00	5.00
Super Saiyan Goku's Power	PR	1.75	2.50	3.00
T-Rex Defense	R	2.00	3.00	4.00
T-Rex Offense	R	2.00	3.00	4.00
Teaching the Untrachable Forces Observation	R	2.00	3.00	4.00
Terrible Wounds	R	2.00	3.00	4.00
The Tail Grows Back	R	2.00	3.00	4.00
Tien Mind Reading Trick	R	2.00	3.00	4.00
Unexpected Allies	R	2.00	3.00	4.00
Unselfish Be[illegible]	R	2.00	3.00	4.00
Vegeta (Level 4)	PR	4.00	6.00	8.00
Vegeta's Dragon Ball Capture	R	2.00	3.00	4.00
Vegeta's Pl[illegible]	R	3.00	4.00	5.00
Vegeta's Q[illegible]	R	4.00	5.00	6.00
Vegeta's Sm[illegible]	PR	3.00	4.00	5.00
Vegeta's Su[illegible]	R	2.00	3.00	4.00
Vegeta's [illegible]	R	2.00	3.00	4.00

DRA[illegible]LL Z: FRI[illegible]

SCO[illegible]

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set [illegible]		90.00	125.00	160.00
Full Fo[illegible]		200.00	300.00	400.00
Booste[illegible]		2.00	3.00	4.00
Booster [illegible]		60.00	70.00	80.00
Uncomm[illegible]		.25	.50	1.00
Co[illegible]mons		.10	.15	.25

[illegible] are 2x-3x their non-foil versions.

NAME	RARITY	LOW	MEDIAN	HIGH
Black Sw[illegible]	R	2.00	3.00	4.00
Blue Energ[illegible]	R	2.00	3.00	4.00
Blue Stance	R	2.00	3.00	4.00
Bulma's Scouter	R	2.00	3.00	4.00
Calming Sanctuary	PR	5.00	7.00	9.00
Captain Ginyu Transformed	PR	5.00	7.00	9.00
Captain Ginyu's Sacrifice	R	2.00	3.00	4.00
Dende's Help	R	2.00	3.00	4.00
Dragon's Glare	PR	4.50	6.00	8.00
Focusing is Everything	R	2.00	3.00	4.00
Friends Help Friends	PR	3.00	4.00	5.00
Frieza the Master	UR	30.00	40.00	50.00
Frieza's Force Bubble	PR	4.00	6.00	8.00
Gohan (Level 4)	R	6.00	8.00	10.00
Gohan's Stomp	R	2.00	3.00	4.00
Goku On Namek	R	4.00	5.00	6.00
Goku's Good Swift Kick	PR	4.00	6.00	8.00
Goku's Quickness	R	2.00	3.00	4.00
Goku's Super Saiyan Blast!	R	3.00	4.00	5.00
Hero Teamwork Drill	R	2.00	3.00	4.00
Human Technology	R	2.00	3.00	4.00
It's Just Not Worth It!	PR	6.00	8.00	10.00
Kami As Your Ally	R	2.00	3.00	4.00
Kami Fades	R	3.00	4.00	5.00
Krillin On Namek	R	3.00	4.00	5.00
Krillin's Power Tap	R	3.00	4.00	5.00
Mommy's Coming Dear	R	2.00	3.00	4.00
Nail Inspired	R	2.00	3.00	4.00
Nail the Namekian	R	4.00	6.00	8.00
Nail the Namekian Hero	R	3.00	4.00	5.00
Nappa Restored	R	3.00	4.00	5.00
Orange Forceful Kick	PR	3.00	4.00	5.00
Piccolo (Level 4)	R	4.00	6.00	8.00
Piccolo's Stomp	R	2.00	3.00	4.00
Piccolo's Wisdom	R	3.00	4.00	5.00
Power	R	2.00	3.00	4.00
Raditz Restored	R	3.00	4.00	5.00
Red Blocking Hand	PR	4.00	6.00	8.00
Red Foot Jolt	R	3.00	4.00	5.00
Straining Force Positioning Move	R	2.00	3.00	4.00
Super Saiyan Goku	UR	80.00	100.00	120.00
The Last Wish	PR	3.00	4.00	5.00
The Luck of Trunks	PR	2.00	3.00	4.00
The Plan	R	3.00	4.00	5.00
This Too Shall Pass	R	3.00	4.00	5.00
Trunks Makes Himself Clear	PR	2.00	3.00	4.00
Vegeta On Namek	R	4.00	5.00	6.00
Vegeta's Lunge	PR	20.00	25.00	30.00
Villain's Teamwork Drill	R	2.00	3.00	4.00
Yamcha's Good Wishes	R	2.00	3.00	4.00

DRAGON BALL Z: TRUNKS SAGA

SCORE-2001

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (196 cards)		60.00	80.00	100.00
Full Foil Set (200 cards)		300.00	400.00	500.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		60.00	70.00	80.00
Starter Deck (54 cards)		7.00	8.00	9.00
Starter Box (10 decks)		60.00	70.00	80.00
Uncommons		.25	.50	1.00
Commons		.10	.15	.25
Fixed Cards		.25	.50	1.00

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	RARITY	LOW	MEDIAN	HIGH
A Hero's Heart Is Strong	R	[illegible]	[illegible]	4.00
An Amusing Trick	R	[illegible]	3.00	4.00
Black Physical Focus	R	[illegible]	[illegible]	4.00
Black Smoothness Drill	R	[illegible]	[illegible]	5.00
Black Style Mastery	R	[illegible]	[illegible]	15.00
Blue Battle Drill	PR	[illegible]	[illegible]	8.00
Blue Style Mastery	R	[illegible]	[illegible]	6.00
Captain Ginyu (High-Tech)	PR	[illegible]	[illegible]	10.00
Chi-Chi Searches	R	[illegible]	[illegible]	4.00
Concentration Drill	PR	[illegible]	[illegible]	8.00
Confrontation	PR	[illegible]	[illegible]	10.00
Don't You Just Hate That	R	[illegible]	[illegible]	4.00
Drills Are For The Weak	R	[illegible]	[illegible]	4.00
Frieza (High-Tech)	PR	[illegible]	[illegible]	9.00
Frieza's Featherlight Touch	R	[illegible]	[illegible]	4.00
Garlic Jr. (High-Tech)	PR	[illegible]	[illegible]	10.00
Garlic Jr.'s Revenge	PR	[illegible]	15.00	20.00
Gohan Empowered (Level 4)	R	3.00	4.00	5.00
Gohan Spots The Imposter				
Drill	R	2.00	3.00	4.00
Goku, the Unbeatable	UR	50.00	60.00	70.00
Goku's Battle Ready	R	2.00	3.00	4.00
Guru As Your Ally	R	3.00	4.00	5.00
Guru Fades	R	2.00	3.00	4.00
Hero's Lucky Break	R	2.00	3.00	4.00
Hero's Way	R	2.00	3.00	4.00
King Cold, the All Powerful	UR	40.00	50.00	60.00
King Cold's Sword Trick	PR	2.00	3.00	4.00
King Kai's Thoughts	R	2.00	3.00	4.00
Krillin Enraged (Level 2)	R	4.00	5.00	6.00
Krillin (Level 1)	R	4.00	6.00	8.00
Krillin, the Warrior (Level 3)	R	5.00	7.00	9.00
Krillin's Heat Seeking Blast	R	5.00	7.00	9.00
Nail Combat Drill	R	2.00	3.00	4.00
Nail Takes Extra Effort	R	2.00	3.00	4.00
Namek Dragon Ball 5	R	3.00	4.00	5.00
Namek Dragon Ball 6	R	3.00	4.00	5.00
Namek Dragon Ball 7	R	3.00	4.00	5.00
Namek Dragon Ball Combat	R	2.00	3.00	4.00
Namek Dragon Ball Wish	R	2.00	3.00	4.00
Namekian Style Mastery	R	6.00	8.00	10.00
Orange Energy Dan Drill	R	2.00	3.00	4.00
Orange Junction Energy Blast	R	2.00	3.00	4.00
Orange Style Mastery	R	4.00	6.00	8.00
Piccolo And Heroes Gather	R	2.00	3.00	4.00
Piccolo Enraged (Level 4)	R	2.00	3.00	4.00
Red Evasion Drill	R	2.00	3.00	4.00
Red King Cold Observation	R	2.00	3.00	4.00
Red Style Mastery	R	6.00	8.00	10.00
Roshi's Thoughts	R	2.00	3.00	4.00
Saiyan Style Mastery	R	6.00	8.00	1.00
Showdown	PR	4.00	6.00	8.00
Spice (High-Tech)	PR	6.00	8.00	10.00
Surprise!	PR	4.00	5.00	6.00
Thought Comes Before Action	R	2.00	3.00	4.00
Tien Stands Ready	PR	3.00	4.00	5.00
Too Late	PR	2.50	3.50	4.50
Too Late	PR	2.00	3.00	4.00
Trunks Defensive Crouch	PR	4.75	6.50	8.50
Trunks Finds the Answer	PR	3.00	4.00	5.00
Trunks Finds the Answer	PR	2.00	3.00	4.00
Trunks (High-Tech)	PR	35.00	45.00	55.00
Trunks Power Strike	PR	4.50	6.00	8.00
Trunks, the Hero (Level 4)	R	4.00	6.00	8.00
Vegeta, Saiyan Prince (Level 4)	R	4.00	6.00	8.00
Vegeta Scans The City	R	2.00	3.00	4.00
Villain's True Power	UR	40.00	50.00	60.00
Vinegar (High-Tech)	PR	10.00	12.00	15.00
What Was I Thinking	R	2.00	3.00	4.00
Where There's Life There's Hope	UR	40.00	50.00	60.00

DRAGON BALL Z: ANDROIDS SAGA

SCORE-2001

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (123 cards)		100.00	125.00	155.00
Full Foil Set (125 cards)		200.00	250.00	300.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box		25.00	35.00	45.00
Uncommons		.25	.50	1.00
Commons		.10	.15	.25

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	RARITY	LOW	MEDIAN	HIGH
A Burst Of Energy	PR	4.00	5.00	6.00
Android 16 (Level 1)	R	6.00	8.00	10.00
Android 16 Smiles	PR	8.00	10.00	12.00
Android 17 (Level 1)	R	3.00	4.00	5.00
Android 17 Smirks	R	2.00	3.00	4.00
Android 18 (Level 1)	R	4.00	5.00	6.00
Android 18 (Level 1 alternate image)	R	4.00	6.00	8.00
Android 18's Stare Down	R	3.00	4.00	5.00
Android 19 Is Stoic	PR	10.00	15.00	20.00
Android 19 (Level 1)	R	3.00	4.00	5.00
Android 19's Distress	R	2.00	3.00	4.00
Android 20 (Level 1)	R	4.00	5.00	6.00
Awful Abrasions	PR	3.00	4.00	5.00
Black Mischievous Drill	R	2.00	3.00	4.00
Black Scout Maneuver	R	3.00	4.00	5.00
Blue Terror	R	4.00	5.00	6.00
Cell's Threatening Position	PR	4.00	5.00	6.00
City in Turmoil	R	4.00	5.00	6.00
Defenseless Beach	R	3.00	4.00	5.00
Dying Planet	R	4.00	6.00	8.00
Foreboding Evidence	PR	4.00	6.00	8.00
Goku's Dashing Punch	PR	6.00	8.00	10.00
Goku's Heart Disease	R	3.00	4.00	5.00
Goku's Hesitation	PR	4.00	6.00	8.00
Kami's Floating Island	R	3.00	4.00	5.00
King Cold, the Mighty	PR	8.00	10.00	12.00
Knockout Drill	R	3.00	4.00	5.00
Krillin Is Ready	PR	3.00	4.00	5.00
Krillin's Search	PR	3.00	4.00	5.00
Namekian Friendship	R	2.00	3.00	4.00
Namekian Teamwork	R	2.00	3.00	4.00
Orange Eye Beam	R	3.00	4.00	5.00
Orange Rage	R	2.00	3.00	4.00
Orange Searching Maneuver	R	3.00	4.00	5.00
Piccolo the Trained (Level 1)	R	4.00	6.00	8.00
Planet Vegeta	PR	4.00	6.00	8.00
Rebellion	R	4.00	5.00	6.00
Red Counterstrike	R	4.00	6.00	8.00
Red Tactical Drill	R	2.00	3.00	4.00
Saiyan Face Stomp	R	3.00	4.00	5.00
Saiyan Lightning Dodge	R	3.00	4.00	5.00
Severe Bruises	R	2.00	3.00	4.00
The Eyes Have It	PR	15.00	20.00	25.00
The Hero Is Down	UR	30.00	40.00	50.00
Tien the Watcher (Level 4)	R	3.00	4.00	5.00
Tien's Flight	R	4.00	6.00	8.00
Trunks Guardian Drill	UR	45.00	55.00	65.00
Vegeta the Ready (Level 1)	R	4.00	5.00	6.00
Winter Countryside	R	2.00	3.00	4.00
Yajirobe (Level 4)	R	3.00	4.00	5.00
Yamcha (Level 4)	R	3.00	4.00	5.00
Yamcha's Right Cross	PR	2.00	3.00	4.00

DRAGON BALL Z: CELL SAGA

SCORE-2001

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (196 cards)		100.00	150.00	180.00
Full Foil Set (200 cards)		300.00	400.00	500.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		60.00	70.00	80.00
Starter Deck (54 cards)		6.00	8.00	10.00
Starter Box (10 decks)		60.00	70.00	80.00
Uncommons		.25	.50	1.00
Commons		.10	.15	.25
Fixed Cards		.25	.50	1.00

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	RARITY	LOW	MEDIAN	HIGH
Android 16's Battle Charge	R	3.00	4.00	5.00
Android 16's Rage	R	2.00	3.00	4.00
Android 18 (Level 4)	R	8.00	10.00	12.00
Black Style Mastery	R	10.00	12.00	15.00
Blue Assistance Drill	R	3.00	4.00	5.00
Blue Diving Punch Drill	R	2.00	3.00	4.00
Blue Elbow Drop	R	2.00	3.00	4.00
Blue Head Charge	R	2.00	3.00	4.00
Blue Left Cross Punch	R	2.00	3.00	4.00
Blue Style Mastery	R	4.00	5.00	6.00
Blueprints	R	2.00	3.00	4.00
Cell, the Destroyer (Level 4)	R	6.00	8.00	10.00
Cell, the Master (Level 5)	R	8.00	10.00	12.00
Cell's Domination Drill	PR	4.00	5.00	6.00
Cell's Power Drain	R	2.00	3.00	4.00
Cell's Presence	UR	45.00	55.00	65.00
Cell's Self Destruct	PR	4.00	5.00	6.00
Cell's Style	PR	4.00	6.00	8.00
Cell Jr. 1 (Level 2)	R	4.00	5.00	6.00
Cell Jr. 2 (Level 1)	R	4.00	6.00	8.00
Cell Jr.'s Flight	PR	3.00	4.00	5.00
Chazke Village	R	2.00	3.00	4.00
Chi-Chi on the Attack!	PR	2.00	3.00	4.00
Chiaotzu (Level 2)	R	2.00	3.00	4.00
Cosmic Backlash	R	4.00	6.00	8.00
Dende (Level 2)	R	3.00	4.00	5.00
Double Teaming	R	2.00	3.00	4.00
Dragon's Victory	R	5.00	7.00	9.00
Gohan's Elbow Block	R	3.00	4.00	5.00
Goku Charges	PR	10.00	15.00	20.00
Goku's Dragon Ball Quest	R	2.00	3.00	4.00
Goku's Farewell	R	3.00	4.00	5.00
Group Attack	R	2.00	3.00	4.00
Injured	R	2.00	3.00	4.00
Korin's Tower	R	2.00	3.00	4.00
Krillin's Surprise	PR	2.00	3.00	4.00
Massive Technology	PR	10.00	12.00	15.00
Megaton Ball Crusher	R	2.00	3.00	4.00
Orange Energy Smash	R	2.00	3.00	4.00
Orange Focused Attack	R	2.00	3.00	4.00
Piccolo, the Defender (Level 5)	UR	80.00	100.00	120.00
Saiyan Face Smash	R	2.00	3.00	4.00
Straining Destruction Move	R	2.00	3.00	4.00
Straining Rebirth Move	R	2.00	3.00	4.00
Surprise Hit	R	2.00	3.00	4.00
The Power of the Dragon	R	2.00	3.00	4.00
Trunks, the Battler (Level 5)	UR	80.00	100.00	120.00
Vegeta at Full Power!	PR	6.00	8.00	10.00
Vegeta is Lurking	PR	4.00	6.00	8.00
Vegeta's Anger Drill	R	2.00	3.00	4.00
Vegeta's Surprised	R	2.00	3.00	4.00
Who's da Man!	R	2.00	3.00	4.00
Yamcha's Revenge	PR	4.00	5.00	6.00

DRAGON BALL Z: CELL GAMES SAGA

SCORE-2002

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (123 cards)		50.00	80.00	100.00
Full Foil Set (125 cards)		200.00	250.00	300.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		50.00	70.00	90.00
Uncommons		.25	.50	1.00
Commons		.10	.15	.25

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	RARITY	LOW	MEDIAN	HIGH
A Father Struggles	PR	15.00	20.00	25.00
A Raditz Memory	PR	2.00	3.00	4.00
Android 18's Effect	R	2.00	3.00	4.00
Aura Clash	R	2.00	3.00	4.00
Blue Fist Smash	R	2.00	3.00	4.00
Blue Windup Blast	R	2.00	3.00	4.00
Brothers in Training	PR	2.00	3.00	4.00
Can He Do That?	PR	4.00	6.00	8.00
Caught Off Guard Drill	R	2.00	3.00	4.00
Cell Jr. 1 (Level 1)	R	3.00	4.00	5.00
Chi-Chi, the Wife (Level 3)	R	3.00	4.00	5.00
Dende Dragon Ball 6	R	3.00	4.00	5.00
Dende Dragon Ball 7	R	4.00	6.00	8.00
Focusing	R	2.00	3.00	4.00
Gohan, Ascendant (Level 4)	R	8.00	10.00	12.00
Gohan, the Winner (Level 5)	R	8.00	10.00	12.00
Goku (Level 4)	R	6.00	8.00	10.00
Goku, the All Powerful	UR	80.00	100.00	120.00
He's Safe	PR	6.00	8.00	10.00
Heroes' Battleground	PR	2.00	3.00	4.00
It's All About Time	PR	4.00	6.00	8.00
Just Thinking	PR	2.00	3.00	4.00
Kami's Idea	PR	2.00	3.00	4.00
Krillin, the Mighty (Level 4)	R	3.00	4.00	5.00
Krillin Unleashed	R	3.00	4.00	5.00
Land in Pain	PR	4.00	5.00	6.00
Looking Good	PR	4.00	6.00	8.00
Madness!	R	2.00	3.00	4.00
Mr. Popo's Calming	R	2.00	3.00	4.00
Namekian Dash Attack	R	3.00	4.00	5.00
Namekian Energy Focus	R	3.00	4.00	5.00
Namekian Fist Smash	R	2.00	3.00	4.00
Namekian Fusion	R	3.00	4.00	5.00
Namekian Preparation Drill	R	2.00	3.00	4.00
Namekian Style Mastery	R	4.00	6.00	8.00
Orange City Destruction	R	2.00	3.00	4.00
Orange Haulting Drill	R	2.00	3.00	4.00
Orange Style Mastery	R	4.00	6.00	8.00
Piccolo, the Namek (Level 4)	R	4.00	6.00	8.00
Piccolo's First Block	PR	2.00	3.00	4.00
Red Feint	R	2.00	3.00	4.00
Red Style Mastery	R	6.00	8.00	10.00
Run Away	R	2.00	3.00	4.00
Saiyan Offensive Rush	R	2.00	3.00	4.00
Saiyan Power Blast	R	3.00	4.00	5.00
Saiyan Rapid Fire	R	3.00	4.00	5.00
Saiyan Style Mastery	R	6.00	8.00	10.00
Stunned	R	2.00	3.00	4.00
Trunks, the Powerful (Level 4)	R	5.00	7.00	9.00
Trunks Thinking	PR	4.00	5.00	6.00
Vegeta, Ascendant (Level 4)	R	6.00	8.00	10.00
Vegeta, the Revitalized	UR	50.00	80.00	100.00
Z Warriors Gather	UR	40.00	50.00	60.00

DRAGON BALL Z: WORLD GAMES SAGA

SCORE-2002

NAME	RARITY	LOW	MEDIAN	HIGH
Celestial Battleground	PR	8.00	10.00	12.00
Chi-Chi (Level 1)	PR	6.00	8.00	10.00
Heroic Block	PR	6.00	8.00	10.00
Huh???	PR	6.00	8.00	10.00
Majin's Perfect Defense	PR	6.00	8.00	10.00
Quick Recovery Drill	PR	6.00	8.00	10.00
Red Pressured Attack	PR	6.00	8.00	10.00
Saiyan Crush	PR	6.00	8.00	10.00
Tackle on the Move	PR	6.00	8.00	10.00
Videl's Battle Ready	PR	6.00	8.00	10.00

DRAGON BALL Z: PROMOS

SCORE-2000

NAME	RARITY	LOW	MEDIAN	HIGH
Capsule Corp Power Pack (46 cards)		20.00	25.00	30.00
Tuff Enuff Set (22 cards)		10.00	15.00	20.00
Android 16 (R3)	PR	10.00	12.00	15.00
Android 16, the Machine	PR	6.00	8.00	10.00
Android 16, the Warrior	PR	6.00	8.00	10.00
Android 17 (R5)	PR	6.00	8.00	10.00
Android 17, the Energized	PR	6.00	8.00	10.00
Android 17, the Leader	PR	2.00	3.00	4.00
Android 18 (R7)	PR	8.00	10.00	12.00
Android 18, the Model	PR	5.00	7.00	9.00
Android 18, the Survivor	PR	6.00	8.00	10.00
Android 19, Refreshed	PR	6.00	8.00	10.00
Android 20, the Mastermind	PR	6.00	8.00	10.00
Babidi's Evil Plans	PR	5.00	7.00	9.00
Black Lunge	PR	20.00	25.00	30.00
Blue Saving Catch Drill	PR	6.00	8.00	10.00
Cell, Stage One	PR	10.00	15.00	20.00
Champion Belt	PR	40.00	50.00	60.00
Champion Drill	PR	400.00	450.00	500.00
Champion's Aura	PR	400.00	500.00	600.00
Cooler (Levels 1-3)	PR	8.00	10.00	12.00
Earth Dragon Ball Set (Foil)	PR	8.00	10.00	15.00
Excitement	PR	2.00	3.00	4.00
Fatherly Advice	PR	60.00	80.00	100.00
Goku's House	PR	4.00	6.00	8.00

WE ARE THE CHAMPIO[illegible]

Champion's Aura
Combat
World Champion 2002

CHAMPION'S AURA

Thought you had every DBZ card out there? Well, unless you won this year's world championship, you probably don't have this one. Champion's Aura was this year's prize for the lucky player who won the big event, in addition to many other cool prizes. Though he's probably got it sealed in Plexiglas, it'd still be a nice card to play; grabbing two cards for one is always a good deal.

ALL TRUNKED UP

Trunks, the Battler
Where has everyone gone?

TRUNKS, THE BATTLER

Ultra-rares in Dragon Ball Z have had players and collectors chomping at the bit to snap them up, and Trunks, The Battler is no exception to the rule. As a level 5 with an amazing power level of 4,900,000, he can take on all comers. But his special power really shines, allowing you to draw up to three cards whenever you enter combat as the attacker. It'll only cost you, oh, about $100 to pick one up too.

FOILICIOUS

Dark Raichu

REVERSE FOIL DARK RAICHU

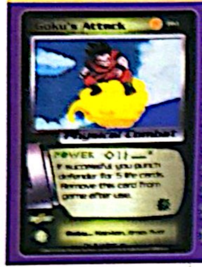
Dark Raichu was cool enough back in *Team Rocket* when it showed up as a secret rare in the set, creatively numbered as 83 out of a set of 82. It's back in the *Legendary Collection* set not only as its regular holo-foil form, but in the reverse foil alternate set too. The neato foils, which come once per pack, parallel every card in the set, so you'll only pull any single one like Raichu once every three boxes, but they make the commons worthwhile to collect and the rares into superstars.

DRAGON BALL Z DATA

C=COMMON U=UNCOMMON R=RARE UR=ULTRA RARE PR=PROMOTIONAL P=PERSONALITY

NAME	RARITY	LOW	MEDIAN	HIGH
Goku's Reunion	PR	2.00	3.00	4.00
Huge Drill	PR	12.00	15.00	18.00
King Kai's New Home	PR	6.00	8.00	10.00
Krillin, the Hero	PR	6.00	8.00	10.00
Line Up	PR	80.00	100.00	120.00
Make a Wish	PR	6.00	10.00	12.00
Namekian's Strike	PR	150.00	200.00	250.00
Play Fighting	PR	6.00	8.00	10.00
Red Blowing Steam Drill	PR	2.00	3.00	4.00
Red Overbearing Attack	PR	10.00	15.00	20.00
Saiyan Knee Block	PR	4.00	6.00	8.00
Saiyan Training	PR	4.00	5.00	6.00
Stop Fighting	PR	8.00	10.00	12.00
Straight Shot	PR	10.00	12.00	15.00
Strike a Pose	PR	15.00	20.00	25.00
Super Saiyan Gohan (IR2)	PR	6.00	8.00	10.00
Super Saiyan Goku (IR1)	PR	8.00	10.00	12.00
Super Saiyan Vegeta (RT1)	PR	12.00	16.00	20.00
Team Work Kamehameha	PR	80.00	100.00	120.00
Tien, the Swift	PR	4.00	6.00	8.00
Victorious	PR	60.00	80.00	100.00
Victorious Drill	PR	300.00	350.00	400.00
Videl's Head Kick	PR	4.00	6.00	8.00
Warrior's Preparation	PR	50.00	65.00	80.00
Z Warriors Band Together	PR	6.00	8.00	10.00

KING OF THE HILL



GOKU'S ATTACK

Way back in the olden days of 2000, the Dragon Ball CCG got its first taste of publicity in a promotional stint at Burger Kings throughout the country. Several preview cards for the Saiyan Saga came in combo with the gourmet selections available. Goku's Attack, shown here, was one of the promos available. Its simple power lets you punch your opponent for five life cards; it can be had for the princely sum of $5 now.

POKEMON: FIRST EDITION

WIZARDS OF THE COAST-1998

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (102 cards)		200.00	250.00	300.00
Booster Pack (11 cards)		20.00	30.00	40.00
Booster Box (36 packs)		550.00	750.00	950.00
Starter Set (2 decks)		10.00	15.00	18.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Alakazam	H	9.75	14.00	17.00
Beedrill	R	3.50	4.50	5.50
Blastoise	H	6.00	8.00	10.00
Chansey	H	9.75	14.00	17.00
Charizard	H	60.00	70.00	80.00
Clefairy	H	2.00	3.00	4.00
Clefairy Doll	R	2.50	3.50	4.50
Computer Search	R	2.50	3.50	4.50
Devolution Spray	R	2.50	3.50	4.50
Dragonair	R	3.50	4.50	5.50
Dugtrio	R	3.50	4.50	5.50
Electabuzz	R	3.50	4.50	5.50
Electrode	R	3.50	4.50	5.50
Gyarados	H	9.50	12.00	15.00
Hitmonchan	H	4.00	5.00	6.00
Imposter Professor Oak	R	3.50	4.50	5.50
Item Finder	R	3.00	4.00	5.00
Lass	R	3.00	4.00	5.00
Machamp	H	6.00	8.00	10.00
Magneton	H	3.00	4.00	5.00
Mewtwo	H	9.75	14.00	17.00
Nidoking	H	4.00	6.00	8.00
Ninetales	H	9.50	12.00	15.00
Pidgeotto	R	3.50	4.50	5.50
Pokemon Breeder	R	3.00	4.00	5.00
Pokemon Trader	R	3.00	4.00	5.00
Poliwrath	H	3.00	4.00	5.00
Raichu	H	10.00	15.00	18.00
Scoop Up	R	3.00	4.00	5.00
Super Energy Removal	R	3.50	4.50	5.50
Venusaur	H	6.00	8.00	10.00
Zapdos	H	4.00	6.00	8.00

POKEMON: BASE SET 2

WIZARDS OF THE COAST-2000

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (130 cards)		115.00	135.00	160.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		65.00	75.00	85.00
Starter Set (2 decks)		8.00	10.00	12.50
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Alakazam	H	2.00	3.00	4.00
Beedrill	R	2.00	3.00	4.00
Blastoise	H	8.00	10.00	12.50
Chansey	H	2.00	3.00	4.00
Charizard	H	6.00	8.00	10.00
Clefable	H	5.00	7.00	9.00
Clefairy	H	5.00	7.00	9.00
Computer Search	R	6.00	8.00	10.00
Dragonair	R	2.00	3.00	4.00
Dugtrio	R	2.00	3.00	4.00
Electabuzz	R	2.00	3.00	4.00
Electrode	R	4.00	5.00	6.00
Gyarados	H	4.75	6.50	8.50
Hitmonchan	H	5.00	7.00	9.00
Imposter Professor Oak	R	2.00	3.00	4.00
Item Finder	R	2.00	3.00	4.00
Kangaskhan	R	2.00	3.00	4.00
Lass	R	2.00	3.00	4.00
Magneton	H	4.75	6.50	8.50
Mewtwo	H	5.50	7.50	9.50
Mr. Mime	R	2.00	3.00	4.00
Nidoking	H	5.50	7.50	9.50
Nidoqueen	H	5.50	7.50	9.50
Ninetales	H	4.50	6.00	8.00
Pidgeot	H	5.50	7.50	9.50
Pidgeotto	R	3.00	4.00	5.00
Pinsir	R	2.00	3.00	4.00
Pokemon Breeder	R	4.00	5.00	6.00
Pokemon Trader	R	2.00	3.00	4.00
Poliwrath	H	3.00	4.00	5.00
Raichu	H	5.50	7.50	9.50
Scoop Up	R	2.00	3.00	4.00
Scyther	H	5.50	7.50	9.50
Snorlax	R	2.00	3.00	4.00
Super Energy Removal	R	2.00	3.00	4.00
Venomoth	R	2.00	3.00	4.00
Venusaur	H	8.00	10.00	12.50
Victreebel	R	4.00	6.00	8.00
Wigglytuff	H	5.50	7.50	9.50
Zapdos	H	5.50	7.50	9.50

POKEMON: JUNGLE

WIZARDS OF THE COAST-1999

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (64 cards)		160.00	180.00	200.00
Booster Pack (11 cards)		3.00	4.00	5.00
Booster Box (36 packs)		90.00	110.00	135.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Clefable	H	6.00	8.00	10.00
Clefable	R	3.00	4.00	5.00
Electrode	H	6.00	8.00	10.00
Electrode	R	3.00	4.00	5.00
Flareon	H	6.00	8.00	10.00
Flareon	R	3.00	4.00	5.00
Jolteon	H	6.00	8.00	10.00
Jolteon	R	3.00	4.00	5.00
Kangaskhan	H	6.00	8.00	10.00
Kangaskhan	R	3.00	4.00	5.00
Mr. Mime	H	6.00	8.00	10.00
Mr. Mime	R	3.00	4.00	5.00
Nidoqueen	H	6.00	8.00	10.00
Nidoqueen	R	3.00	4.00	5.00
Pidgeot	H	6.00	8.00	10.00
Pidgeot	R	3.00	4.00	5.00
Pinsir	H	6.00	8.00	10.00
Pinsir	R	3.00	4.00	5.00
Scyther	H	6.00	8.00	10.00
Scyther	R	4.00	5.00	6.00
Snorlax	H	6.00	8.00	10.00
Snorlax	R	3.00	4.00	5.00
Vaporeon	H	6.00	8.00	10.00
Vaporeon	R	3.00	4.00	5.00
Venomoth	H	6.00	8.00	10.00
Venomoth	R	3.00	4.00	5.00
Victreebel	H	6.00	8.00	10.00
Victreebel	R	3.00	4.00	5.00
Vileplume	H	6.00	8.00	10.00
Vileplume	R	3.00	4.00	5.00
Wigglytuff	H	6.00	8.00	10.00
Wigglytuff	R	3.00	4.00	5.00

POKEMON: FOSSIL

WIZARDS OF THE COAST-1999

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (62 cards)		150.00	175.00	200.00
Booster Pack (11 cards)		4.00	5.00	6.00
Booster Box (36 packs)		150.00	175.00	200.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Aerodactyl	H	4.00	5.00	6.00
Aerodactyl	R	3.00	4.00	5.00
Articuno	H	4.00	5.00	6.00
Articuno	R	3.00	4.00	5.00
Ditto	H	7.00	9.00	11.00
Ditto	R	3.00	4.00	5.00
Dragonite	H	4.00	6.00	8.00
Dragonite	R	3.00	4.00	5.00
Gengar	H	7.00	9.00	11.00
Gengar	R	3.00	4.00	5.00
Haunter	H	5.50	7.50	9.50
Haunter	R	3.00	4.00	5.00
Hitmonlee	H	4.00	5.00	6.00
Hitmonlee	R	3.00	4.00	5.00
Hypno	H	5.50	7.50	9.50
Hypno	R	3.00	4.00	5.00
Kabutops	H	5.50	7.50	9.50
Kabutops	R	3.00	4.00	5.00
Lapras	H	4.00	5.00	6.00
Lapras	R	3.00	4.00	5.00
Magneton	H	4.00	5.00	6.00
Magneton	R	3.00	4.00	5.00
Moltres	H	6.00	8.00	10.00
Moltres	R	3.00	4.00	5.00
Muk	H	5.50	7.50	9.50
Muk	R	3.00	4.00	5.00
Raichu	H	10.00	12.00	15.00
Raichu	R	7.00	9.00	11.00
Zapdos	H	7.00	9.00	11.00
Zapdos	R	4.00	6.00	8.00

POKEMON: TEAM ROCKET

WIZARDS OF THE COAST-2000

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (83 cards)		180.00	200.00	225.00
Booster Pack (11 cards)		2.50	3.50	4.50
Booster Box (36 packs)		95.00	115.00	140.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Dark Alakazam	H	6.00	8.00	10.00
Dark Alakazam	R	4.00	5.00	6.00
Dark Arbok	H	6.00	8.00	10.00
Dark Arbok	R	4.00	5.00	6.00
Dark Blastoise	H	6.00	8.00	10.00
Dark Blastoise	R	4.50	6.00	8.00
Dark Charizard	H	10.00	12.00	15.00
Dark Charizard	R	8.00	10.00	12.50
Dark Dragonite	H	6.00	8.00	10.00
Dark Dragonite	R	4.00	5.00	6.00
Dark Dugtrio	H	6.00	8.00	10.00
Dark Dugtrio	R	3.00	4.00	5.00
Dark Golbat	H	6.00	8.00	10.00
Dark Golbat	R	3.00	4.00	5.00
Dark Gyarados	H	4.00	6.00	8.00
Dark Gyarados	R	3.00	4.00	5.00
Dark Hypno	H	7.00	9.00	11.00
Dark Hypno	R	3.00	4.00	5.00
Dark Machamp	H	7.00	9.00	11.00
Dark Machamp	R	3.00	4.00	5.00
Dark Magneton	H	6.00	8.00	10.00
Dark Magneton	R	3.00	4.00	5.00
Dark Raichu	H	8.00	10.00	12.00
Dark Slowbro	H	4.00	6.00	8.00
Dark Slowbro	R	3.00	4.00	5.00
Dark Vileplume	H	6.00	8.00	10.00
Dark Vileplume	R	3.00	4.00	5.00
Dark Weezing	H	6.00	8.00	10.00
Dark Weezing	R	3.00	4.00	5.00
Here Comes Team Rocket	H	6.00	8.00	10.00
Here Comes Team Rocket	R	3.00	4.00	5.00
Rainbow Energy	H	6.00	8.00	10.00
Rainbow Energy	R	3.00	4.00	5.00
Rocket's Sneak Attack	H	6.00	8.00	10.00
Rocket's Sneak Attack	R	3.00	4.00	5.00

POKEMON: GYM HEROES

WIZARDS OF THE COAST-2000

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (132 cards)		130.00	150.00	175.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		75.00	85.00	95.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Blaine's Moltres	H	8.00	10.00	12.00
Blaine's Quiz #1	R	2.00	3.00	4.00
Brock	H	5.00	7.00	9.00
Brock	R	2.50	3.50	4.50
Brock's Golem	R	2.50	3.50	4.50
Brock's Onix	R	2.50	3.50	4.50
Brock's Rhydon	H	2.00	3.00	4.00
Brock's Rhyhorn	R	2.50	3.50	4.50
Brock's Sandslash	R	2.50	3.50	4.50
Brock's Zubat	R	2.50	3.50	4.50
Charity	R	2.50	3.50	4.50
Erika	H	6.00	8.00	10.00
Erika	R	2.50	3.50	4.50
Erika's Clefable	H	6.50	8.50	10.50
Erika's Clefairy	R	2.50	3.50	4.50
Erika's Dragonair	H	8.00	10.00	12.50
Erika's Victreebel	R	2.50	3.50	4.50
Erika's Vileplume	H	6.50	8.00	10.00
Lt. Surge	H	4.00	6.00	8.00
Lt. Surge	R	2.50	3.50	4.50
Lt. Surge's Electabuzz	H	4.00	6.00	8.00
Lt. Surge's Electabuzz	R	2.50	3.50	4.50
Lt. Surge's Fearow	H	7.00	9.00	11.00
Lt. Surge's Magneton	H	6.00	8.00	10.00
Lt. Surge's Raichu	R	2.50	3.50	4.50
Misty	H	6.00	8.00	10.00
Misty	R	4.00	5.00	6.00
Misty's Cloyster	R	2.50	3.50	4.50
Misty's Goldeen	R	2.50	3.50	4.50
Misty's Poliwrath	R	2.50	3.50	4.50
Misty's Seadra	H	3.00	4.00	5.00
Misty's Tentacool	R	2.50	3.50	4.50
Misty's Tentacruel	H	47.00	5.00	6.00
No Removal Gym	R	2.50	3.50	4.50
Rocket's Hitmonchan	H	8.00	10.00	12.50
Rocket's Moltres	H	4.00	5.00	8.00
Rocket's Scyther	H	8.00	10.00	12.50
Rocket's Snorlax	R	3.00	4.00	5.00
Sabrina's Gengar	H	4.00	5.00	6.00
Sabrina's Venomoth	R	2.50	3.50	4.50
The Rocket's Training Gym	R	2.00	3.00	4.00
The Rocket's Trap	H	8.00	10.00	12.50

POKEMON: GYM CHALLENGE

WIZARDS OF THE COAST-2000

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (132 cards)		140.00	200.00	240.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		75.00	85.00	95.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Blaine	H	6.00	8.00	10.00
Blaine	R	2.00	3.00	4.00
Blaine's Arcanine	H	9.50	12.00	15.00
Blaine's Charizard	H	11.00	16.00	19.00
Blaine's Ninetales	R	2.00	3.00	4.00
Brock's Dugtrio	R	2.00	3.00	4.00
Brock's Ninetales	H	8.00	10.00	12.50
Brock's Protection	R	2.00	3.00	4.00
Chaos Gym	R	2.00	3.00	4.00
Erika's Kindness	R	2.00	3.00	4.00
Erika's Venusaur	H	8.50	11.00	14.00
Giovanni	H	6.00	8.00	10.00
Giovanni	R	2.00	3.00	4.00
Giovanni's Gyarados	H	2.00	3.00	4.00
Giovanni's Last Resort	R	2.00	3.00	4.00
Giovanni's Machamp	H	8.00	10.00	12.50
Giovanni's Nidoking	H	8.00	10.00	12.50
Giovanni's Nidoqueen	R	2.00	3.00	4.00
Giovanni's Persian	H	2.00	3.00	4.00
Giovanni's Pinsir	R	2.00	3.00	4.00
Koga	H	3.00	4.00	5.00
Koga	R	2.00	3.00	4.00
Koga's Arbok	R	2.00	3.00	4.00
Koga's Beedrill	H	2.00	3.00	4.00
Koga's Ditto	H	3.00	4.00	5.00
Koga's Muk	R	2.50	3.50	4.50
Koga's Pidgeotto	R	2.50	3.50	4.50
Lt. Surge's Jolteon	R	2.50	3.50	4.50
Lt. Surge's Raichu	H	9.50	12.00	15.00
Lt. Surge's Secret Plan	R	2.00	3.00	4.00
Misty's Golduck	H	8.00	10.00	12.50
Misty's Gyarados	H	3.00	4.00	5.00
Misty's Wish	R	2.00	3.00	4.00
Resistance Gym	R	2.00	3.00	4.00
Rocket's Mewtwo	H	9.50	12.00	15.00
Rocket's Zapdos	H	9.50	12.00	15.00
Sabrina	H	6.00	8.00	10.00
Sabrina	R	3.00	4.00	5.00
Sabrina's Alakazam	H	4.00	6.00	8.00
Sabrina's Gengar	R	2.00	3.00	4.00
Sabrina's Golduck	R	2.00	3.00	4.00

POKEMON: NEO GENESIS

WIZARDS OF THE COAST-2000

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (111 cards)		140.00	200.00	240.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		75.00	85.00	95.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Ampharos	H	4.00	5.00	6.00
Arcade Game	R	2.00	3.00	4.00
Azumarill	H	3.00	4.00	5.00
Bellossom	H	3.00	4.00	5.00
Cleffa	R	3.00	4.00	5.00
Darkness Energy	R	2.00	3.00	4.00
Donphan	R	3.00	4.00	5.00
[illegible]	R	2.00	3.00	4.00
[illegible]	R	3.00	4.00	5.00
[illegible]	R	2.00	3.00	4.00
[illegible]	H	9.00	10.00	12.00
[illegible]	H	10.00	12.00	15.00
[illegible]	[illegible]	2.00	3.00	4.00
[illegible]	[illegible]	3.00	4.00	5.00
[illegible]	[illegible]	3.00	4.00	5.00
[illegible]	[illegible]	6.00	8.00	10.00
[illegible]	[illegible]	12.00	15.00	18.00
[illegible]	[illegible]	3.00	4.00	5.00
[illegible]	[illegible]	2.00	3.00	4.00
[illegible]	[illegible]	8.00	10.00	12.50
[illegible]	[illegible]	8.00	10.00	12.50
[illegible]	[illegible]	7.00	9.00	11.00
[illegible]	[illegible]	3.00	4.00	5.00
[illegible]	[illegible]	4.00	6.00	8.00
[illegible]	[illegible]	2.00	3.00	4.00
[illegible]	[illegible]	2.00	3.00	4.00
[illegible]	[illegible]	3.00	4.00	5.00
[illegible]	H	4.00	6.00	8.00
[illegible]	[illegible]	4.00	5.00	6.00
Steelix	H	8.00	10.00	12.00
Super Energy Retrieval	R	2.00	3.00	4.00
Time Capsule	R	2.00	3.00	4.00
Togetic	H	3.00	4.00	5.00
Typhlosion (Level 55)	H	10.00	14.00	18.00
Typhlosion (Level 57)	H	10.00	14.00	18.00

APPEALING APPAREL

Champion Belt
Non-Combat

CHAMPION BELT

Sometimes you just have to be in the right place at the right time. Though only a select few players got the Dragon Ball Z Victorious Drill card and just the world champion got Champion's Aura, anyone who showed up for the world championships got a copy of Champion Belt. "So what?" you say? Well, the fact that it's selling for $50 might change your mind. Can't beat getting back your entry fee plus some extra scratch.

POKEMON: NEO DISCOVERY

WIZARDS OF THE COAST-2001

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (75 cards)		140.00	200.00	240.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		75.00	85.00	95.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Beedrill	R	3.00	4.00	5.00
Butterfree	R	3.00	4.00	5.00
Espeon	H	8.00	10.00	12.50
Espeon	R	3.00	4.00	5.00
Forretress	H	6.00	8.00	10.00
Forretress	R	3.00	4.00	5.00
Hitmontop	H	4.00	6.00	8.00
Hitmontop	R	3.00	4.00	5.00
Houndoom	H	8.00	10.00	12.50
Houndoom	R	3.00	4.00	5.00
Houndour	H	6.00	8.00	10.00
Houndour	R	3.00	4.00	5.00
Kabutops	H	6.00	8.00	10.00
Kabutops	R	3.00	4.00	5.00
Magnemite	H	6.00	8.00	10.00
Magnemite	R	3.00	4.00	5.00
Politoed	H	6.00	8.00	10.00
Politoed	R	3.00	4.00	5.00
Poliwrath	H	4.00	6.00	8.00
Poliwrath	R	3.00	4.00	5.00
Scizor	H	6.00	8.00	10.00
Scizor	R	3.00	4.00	5.00
Smeargle	H	6.00	8.00	10.00
Smeargle	R	3.00	4.00	5.00
Tyranitar	H	8.00	10.00	12.50
Tyranitar	R	10.00	12.00	15.00
Umbreon	H	8.00	10.00	12.50
Umbreon	R	4.00	5.00	6.00
Unown A	H	6.00	8.00	10.00
Unown A	R	3.00	4.00	5.00
Ursaring	H	6.00	8.00	10.00
Ursaring	R	3.00	4.00	5.00
Wobbuffet	H	6.00	8.00	10.00
Wobbuffet	R	3.00	4.00	5.00
Yanma	H	6.00	8.00	10.00
Yanma	R	3.00	4.00	5.00

POKEMON: SOUTHERN ISLANDS

WIZARDS OF THE COAST-2001

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (18 cards)		14.00	20.00	24.00
Commons		.10	.15	.25
Ledyba	H	2.00	3.00	4.00
Marill	H	2.00	3.00	4.00
Mew	H	2.00	3.00	4.00
Slowking	H	3.00	4.00	5.00
Togepi	H	4.00	[illegible]	8.00
Vileplume	H	2.00	[illegible]	4.00

POKEMON: NEO REVELATION

WIZARDS OF THE COAST-[illegible]

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (66 cards)		140.00	[illegible]	240.00
Booster Pack (11 cards)		[illegible]	[illegible]	4.00
Booster Box (36 packs)		[illegible]	[illegible]	95.00
Uncommons		[illegible]	[illegible]	.75
Commons		[illegible]	[illegible]	.25
Aerodactyl	R	3.00	4.00	5.00
Ampharos	H	[illegible]	8.00	10.00
Blissey	H	6.00	8.00	10.00
Celebi	H	10.00	14.00	17.00
Celebi	R	6.00	8.00	10.00
Crobat	H	6.00	8.00	10.00
Delibird	H	4.50	6.00	8.00
Entei	H	6.00	8.00	10.00
Entei	R	4.00	5.00	6.00
Ho-oh	H	18.00	22.00	25.00
Ho-oh	R	10.00	15.00	20.00
Houndoom	H	4.00	6.00	8.00
Jumpluff	H	4.50	6.00	8.00
Kingdra	R	3.00	4.00	5.00
Lugia	R	6.00	8.00	10.00
Magneton	H	3.00	4.00	5.00
Misdreavus	H	4.50	6.00	8.00
Porygon2	H	4.50	6.00	8.00
Raichu	R	6.00	8.00	10.00
Raikou	H	10.00	12.00	15.00
Raikou	R	8.00	10.00	12.00
Shining Gyarados	H	10.00	12.00	15.00
Shining Magikarp	H	10.00	12.00	15.00
Skarmory	R	3.00	4.00	5.00
Sneasel	R	2.00	3.00	4.00
Starmie	R	3.00	4.00	5.00
Sudowoodo	R	3.00	4.00	5.00
Suicune	H	8.00	10.00	12.50
Suicune	R	8.00	10.00	12.00

POKEMON: NEO DESTINY

WIZARDS OF THE COAST-2002

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (66 cards)		140.00	200.00	240.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		75.00	85.00	95.00
Uncommons		.25	.50	.75
Commons		.10	.15	.25
Broken Ground Gym	R	4.00	5.00	6.00
Dark Ampharos	H	4.00	6.00	8.00
Dark Ariados	R	4.00	5.00	6.00
Dark Crobat	H	8.00	10.00	12.00
Dark Donphan	H	3.00	4.00	5.00
Dark Espeon	H	8.00	10.00	12.00
Dark Feraligtr	H	8.00	10.00	12.00
Dark Gengar	H	8.00	10.00	12.00
Dark Houndoom	H	8.00	10.00	12.00
Dark Magcargo	R	4.00	5.00	6.00
Dark Omastar	R	4.00	5.00	6.00
Dark Porygon2	H	3.00	4.00	5.00
Dark Scizor	H	4.00	5.00	6.00
Dark Slowking	R	4.00	5.00	6.00
Dark Typhlosion	H	8.00	10.00	12.00
Dark Tyranitar	H	8.00	10.00	12.00
Dark Ursaring	R	4.00	5.00	6.00
EXP ALL	R	4.00	5.00	6.00
Imposter Professor Oak's Invention	R	4.00	5.00	6.00
Light Arcanine	H	8.00	10.00	12.00
Light Azumarill	H	4.00	5.00	6.00
Light Dragonair	R	4.00	5.00	6.00
Light Dragonite	H	8.00	10.00	12.00
Light Lanturn	R	4.00	5.00	6.00
Light Ledian	R	4.00	5.00	6.00
Light Machamp	R	4.00	5.00	6.00
Light Piloswine	R	4.00	5.00	6.00
Light Togetic	H	8.00	10.00	12.00
Miracle Energy	H	8.00	10.00	12.00
Radio Tower	R	4.00	5.00	6.00
Shining Celebi	H	12.00	15.00	20.00
Shining Charizard	H	25.00	30.00	35.00
Shining Kabutops	H	8.00	10.00	12.00
Shining Mewtwo	H	15.00	20.00	25.00
Shining Noctowl	H	8.00	10.00	12.00
Shining Raichu	H	20.00	25.00	30.00
Shining Steelix	H	8.00	10.00	12.00
Shining Tyranitar	H	8.00	10.00	12.00
Thought Wave Machine	R	4.00	5.00	6.00
Unown [G]	R	4.00	5.00	6.00
Unown [H]	R	4.00	5.00	6.00
Unown [W]	R	4.00	5.00	6.00
Unown [X]	R	4.00	5.00	6.00

POKEMON: LEGENDARY COLLECTION

WIZARDS OF THE COAST-2002

NAME	RARITY	LOW	MEDIAN	HIGH
Full Set (110 cards)		60.00	80.00	100.00
Booster Pack (11 cards)		2.00	3.00	4.00
Booster Box (36 packs)		70.00	80.00	90.00
Uncommons		.25	.50	1.00
Commons		.10	.15	.25

The median price for reverse foil versions of cards is 2x-4x that of their normal versions.

NAME	RARITY	LOW	MEDIAN	HIGH
Alakazam	H	4.00	5.00	6.00
Articuno	H	4.00	5.00	6.00
Beedrill	R	2.00	3.00	4.00
Butterfree	R	2.00	3.00	4.00
Charizard	H	10.00	13.00	16.00
Dark Blastoise	H	4.00	6.00	8.00
Dark Dragonite	H	3.00	4.00	5.00
Dark Persian	H	4.00	5.00	6.00
Dark Raichu	H	4.00	5.00	6.00
Dark Slowbro	H	3.00	4.00	5.00
Dark Vaporeon	H	3.00	4.00	5.00
Electrode	R	2.00	3.00	4.00
Exeggutor	R	2.00	3.00	4.00
Flareon	H	4.00	5.00	6.00
Gengar	H	43.00	4.00	5.00
Golem	R	2.00	3.00	4.00
Gyarados	H	3.00	4.00	5.00
Hitmonlee	H	3.00	4.00	5.00
Hypno	R	2.00	3.00	4.00
Jolteon	H	3.00	4.00	5.00
Jynx	R	2.00	3.00	4.00
Kabutops	R	3.00	4.00	5.00
Machamp	H	3.00	4.00	5.00
Magneton	R	2.00	3.00	4.00
Mewtwo	R	4.00	6.00	8.00
Moltres	R	3.00	4.00	5.00
Muk	H	3.00	4.00	5.00
Nidoking	R	2.00	3.00	4.00
Nidoqueen	R	2.00	3.00	4.00
Ninetales	H	3.00	4.00	5.00
Pidgeot	R	2.00	3.00	4.00
Pidgeotto	R	2.00	3.00	4.00
Pokémon Breeder	R	3.00	4.00	5.00
Pokémon Trader	R	3.00	4.00	5.00
Rhydon	R	2.00	3.00	4.00
Scoop Up	R	2.00	3.00	4.00
Venusaur	H	4.00	6.00	8.00
Zapdos	H	4.00	5.00	6.00

POKEMON: PROMOS

WIZARDS OF THE COAST-1999

NAME	RARITY	LOW	MEDIAN	HIGH
Aerodactyl (Fossil prerelease)	PR	4.00	6.00	8.00
Ancient Mew	PR	4.00	5.00	6.00
Arcanine (#6)	PR	2.00	3.00	4.00
Articuno (#22)	PR	3.00	4.00	5.00
Articuno, Moltres, Zapdos (jumbo)	PR	6.00	8.00	10.00
Birthday Pikachu	PR	10.00	15.00	20.00
Brock's Vulpix (W stamp)	PR	2.00	3.00	4.00
Charizard (Jumbo)	PR	8.00	10.00	12.00
Clefable (Jungle prerelease)	PR	20.00	25.00	30.00
Cleffa (#31)	PR	2.00	3.00	4.00
Computer Error	PR	2.00	3.00	4.00
Cool Porygon	PR	4.00	5.00	6.00
Dark Arbok (W stamp)	PR	3.00	4.00	5.00
Dark Blastoise (Jumbo)	PR	8.00	10.00	12.00
Dark Charmeleon (W stamp)	PR	10.00	15.00	20.00
Dark Gyarados (Prerelease)	PR	2.00	3.00	4.00
Dark Persian (#17)	PR	4.50	6.00	8.00
Dark Raichu (Jumbo)	PR	8.00	10.00	12.00
Dragonite (movie stamp)	PR	3.00	4.00	5.00
Eevee (#11)	PR	2.00	3.00	4.00
Electabuzz (#46)	PR	4.00	6.00	8.00
Electabuzz (movie stamp)	PR	3.00	4.00	5.00
Entei (Reverse Foil/Pokemon 2001 movie)	PR	4.00	5.00	6.00
Fighting Energy (Foil)	PR	2.00	3.00	4.00
Fire Energy (Foil)	PR	2.00	3.00	4.00
Flying Pikachu	PR	5.00	7.00	9.00
Grass Energy (Foil)	PR	2.00	3.00	4.00
Hitmontop (#37)	PR	3.00	4.00	5.00
Igglybuff (#36)	PR	2.00	3.00	4.00
Jigglypuff (#7)	PR	2.00	3.00	4.00
Kabuto (W stamp)	PR	4.00	5.00	6.00
Lightning Energy (Foil)	PR	2.00	3.00	4.00
Lily Pad Mew	PR	4.00	5.00	6.00
Lucky Stadium	PR	8.00	10.00	12.00
Machamp (#43)	PR	3.00	4.00	5.00
Magmar (#44)	PR	3.00	4.00	5.00
Marill (#29)	PR	2.00	3.00	4.00
Meowth (Foil/Game Boy)	PR	4.00	5.00	6.00
Meowth (Gold-bordered)	PR	3.00	4.00	5.00
Mew (Foil)	PR	4.50	6.00	8.00
Mew (Non-foil)	PR	2.00	3.00	4.00
Mewtwo (#12)	PR	10.00	15.00	18.00
Mewtwo (#14)	PR	4.00	5.00	6.00
Mewtwo (Jumbo)	PR	8.00	10.00	12.00
Mewtwo (movie stamp)	PR	4.00	5.00	6.00
Misdreavus (#39)	PR	3.00	4.00	5.00
Misty's Psyduck (W stamp)	PR	4.00	6.00	8.00
Misty's Seadra (Gym Heroes prerelease)	PR	2.00	3.00	4.00
Moltres (Pokemon 2000 movie)	PR	3.00	4.00	5.00
Pichu (Reverse Foil)	PR	4.00	5.00	6.00
Pikachu (#1)	PR	4.50	6.00	8.00
Pikachu (#26)	PR	2.00	3.00	4.00
Pikachu (#27)	PR	6.00	8.00	10.00
Pikachu (E3/Red Cheeks)	PR	40.00	50.00	60.00
Pikachu (E3/Yellow Cheeks)	PR	10.00	15.00	18.00
Pikachu (jumbo)	PR	4.50	6.00	8.00
Pikachu (movie stamp)	PR	3.00	4.00	5.00
Pikachu (PokeTour 1999)	PR	20.00	25.00	30.00
Pikachu (W stamp)	PR	9.75	14.00	17.00
Pokemon Center (#40)	PR	8.00	10.00	12.00
Pokemon Tower (#42)	PR	4.00	6.00	8.00
Psychic Energy (Foil)	PR	2.00	3.00	4.00
Psyduck (#20)	PR	2.00	3.00	4.00
Rainbow Energy (Foil)	PR	2.00	3.00	4.00
Sabrina's Abra (#19)	PR	4.00	5.00	6.00
Scizor (#33)	PR	3.00	4.00	5.00
Scyther (#45)	PR	2.00	3.00	4.00
Smeargle (#32)	PR	2.00	3.00	4.00
Snorlax	PR	3.00	4.00	5.00
Surfing Pikachu	PR	3.00	4.00	5.00
Team Rocket's Meowth (#18)	PR	2.00	3.00	4.00
Togepi (#30)	PR	3.00	4.00	5.00
Unown J (#38)	PR	4.00	6.00	8.00
Venusaur (#13)	PR	8.00	10.00	12.00
Wartortle (W stamp)	PR	4.50	6.00	8.00
Water Energy (Foil)	PR	2.00	3.00	4.00
Zapdos (#23)	PR	3.00	4.00	5.00

CHARBROILED

Charizard
120 HP
100

CHARIZARD

Old classics never die—or do they? The original Charizard card from the First Edition of Pokémon once went for hundreds of bucks, but now you can snag one for about $70. The Unlimited Edition one shown here can often be had for $20 or less, while the Base Set 2 one is a paltry $5. We wouldn't bail just yet, though—the new Expedition set is breathing fresh life into the game, and the holo-foil Charizard in that set is already seeing prices of $30 or more.

PACKING POWER

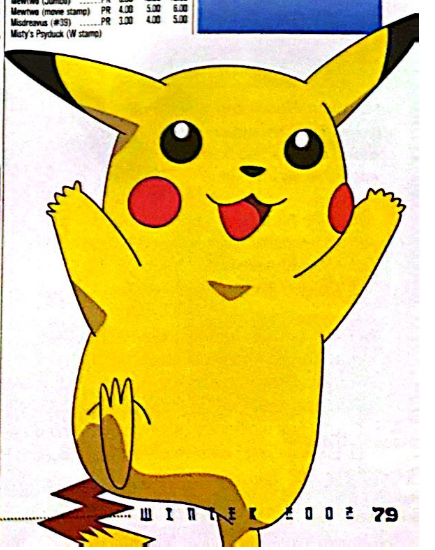
Tien and Yamcha Strike

TIEN AND YAMCHA STRIKE

Are you Tuff Enuff? Well, then, you'll want to pick up the lot of 22 special cards recently released only for Dragon Ball Z's Tuff Enuff tournaments. The rules of the tournaments are somewhat different from regular ones; among other things, you have a chance not only to beat your opponent, but also to knock him completely out of the tournament! You can find the first 20 in booster boxes of Cell Games Saga, while the last two appear in the Capsule Corp Power Pack boxed set.

POKÉMON DATA

C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL F=FIXED



YU-GI-OH! I.Q.

SEE HOW MUCH YOU REALLY KNOW ABOUT YU-GI-OH!

Think you've got what it takes to hang with Yami Yugi, his friends and opponents? Then step right up, mister or missus, and take a shot at our *Yu-Gi-Oh!* quiz! That's right...you're about to determine your *Yu-Gi-Oh!* I.Q.!

SCORE	
0-2	Go play Duel Monsters in a preschool—that's more your speed!
3-5	Watch more episodes...and take notes!
6-8	The heart of the cards is strong in you!
9-10	Start counting the tournament money now, Duel Master!

1. Grandpa owns a Game Shop, and in the second episode he's decorating the walls with a poster featuring two characters. Which characters are on this collectible item?
A. Black Luster Soldier and Blue-Eyes White Dragon
B. Harpie's Pet Dragon and Harpie's Lady Sisters
C. Black Luster Soldier and Harpie's Pet Dragon
D. Castle of Dark Illusions and Sangan

2. What is the name of Joey's sister, for whom he's competing in the Duel Monsters tournament in order to pay for surgery on her eyes?
A. Hope
B. Serenity
C. Serena
D. Chastity

3. How many star chips does it take to advance in the Duel Monsters tournament and enter Pegasus's castle?
A. 15
B. 10
C. 5
D. 25

4. When Weevil and Yugi battle in the Duel Monster tournament, what is the first card each places into play?
A. Killer Needle and Dark Magician
B. Mammoth Graveyard and Tongyo
C. Killer Needle and Tongyo
D. Mammoth Graveyard and Killer Needle

5. How is Mai defeating all of her opponents without looking at the cards in her deck?
A. X-Ray Vision
B. Psychic Powers
C. She has a different scent of perfume on each card
D. She's playing only one card, so she doesn't have to look.

6. When Rex Raptor battles against Joey, they each wager a card along with star chips. Which card does Rex Raptor bet?
A. Red-Eyes Black Dragon
B. The Time Wizard
C. Blue-Eyes White Dragon
D. Green-Eyes Grey Dragon

7. What's the first Millennium Object Bakura owns?
A. The Millennium Puzzle
B. The Millennium Eye
C. The Millennium Ring
D. The Millennium Ankh

8. What is the name of Seto Kaiba's little brother?
A. Mokuba
B. Spridle
C. Kanto
D. Tristan

9. What is the Japanese [illegible] of the Celtic Guardsman?
A. Celtic Warrior
B. Samurai Gua[illegible]
C. Elf Swordsman
D. Samurai W[illegible]

10. [illegible] Maximillion Peg[illegible] [illegible]ate in the Duel Monsters competition by ha[illegible] child play in his stead?
A. Bandit Keith
B. Pirate Keith
C. Bandit Ken
D. Rex Raptor

ANSWERS
1: C; 2: B; 3: B; 4: D; 5: C; 6: A; 7: C; 8: A; 9: C; 10: A

ANIMAZING! The inside skinny on your favorite anime

In *Dragon Ball Z*, many bad habits were edited out when it came to America. Dr. Briefs, Bulma's dad, is a chain smoker! When the anime was shown in the U.S., dubbers had to go through and erase every single cigarette from the scenes.

IF IT'S HOT, YOU'LL FIND IT HERE.
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Marine Force Recon
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DIGIMON
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DRAGON BALL Z
Pokémon
DIGIMON
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